

Official **Advanced Dungeons & Dragons®**

MANUAL OF THE PLANES

by Jeff Grubb



An invaluable, definitive work
on the most fascinating
aspect of the AD&D® game
universe!



All the necessary information
on the known planes of
existence for your AD&D
campaign.

MANUAL OF THE PLANES

by Jeff Grubb



Here at last is the source book for all the known planes of existence!

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Foreword

Welcome to the AD&D® game's closet.

My parents used to listen to the old radio show, "Fibber McGee & Molly." One of the running jokes of this show was that a character who had lost something would inevitably check the hall closet (usually over the shouted objections of the other characters). When the door was opened, out came the crunch and clatter of the entire overstuffed closet disgorging its contents in a manner that can best be seen in the imagination. Thus in our household, any drawer or closet crammed full of haphazard material was referred to as "Fibber McGee's Closet." (Perhaps some day this phrase will take its place alongside the Hammer of Thor and Zeus's Thunderbolts.)

In much the same fashion, the AD&D system over the years has treated the known planes of existence as holding bins for every idea and adventure that did not quite belong in the Prime Material Plane. We set down the astral method of movement to the outer planes, then whisked individuals bodily into Lolth's realm in the *Queen of the Spiders*. We placed the Ethereal plane between the Prime and the elemental planes, then broke off pieces of those planes for the elemental nodes in *The Temple of Elemental Evil*. The Negative and Positive Material planes moved from being co-existing with the Prime to being part of the inner planes, giving birth to the quasi-elemental planes in the process. With additional books of monsters, we moved all manner of slaad, modrons, and githyanki into these planes as visitors, then moved entire pantheons to co-exist in the *Legends and Lore* book. And for every adventure in every plane, another set of effects on spell-casting was created.

This then, has been the AD&D game closet; like Fibber McGee's, it is filled to capacity with the well-intended thoughts of a decade.

And I have the pleasurable task of throwing open the door and (provided I am not crushed by the bowling ball on the top shelf) picking through and explaining the pieces.

It is a massive task. Consider, for example, that the planes are infinite (except the demi-planes, but that's another story). Can these regions be mapped? How do the Hells appear to descend and the Heavens to rise? Where do the gods of the ancient pantheons live? Do they get along with each other? What about other life on those planes (gods need servants, after all)? How do you travel through an infinite plane filled with elemental fire? Indeed, how do

you even survive on an infinite plane filled with elemental fire?

This book attempts to answer these questions and many more. One of the basic assumptions of this tome is that what has been written in the past is true, and our job is to explain it. The chief reason is that the AD&D system is a living and dynamic system that is built upon the foundation of its past. While the game can absorb any amount of new material, casting off pre-existing material often damages the system. My purpose is to reveal the mysteries of the AD&D game without voiding a majority of them.

One of the great attractions of the various planes is their unknowable nature, though in many cases there is so much unknown that DMs are forced to make their own guesses. This sense of the unknown is a marvelous thing; it would be a shame to lose it by fully explaining the intricacies of the planes. To that end I have concentrated on the basics—survival, movement, combat, and spells. Beyond this, the workings of each plane are discussed in brief detail, allowing a taste of the wonder without stealing the mysteries.

Miraculously, the rules and mechanics that govern the planes have been kept to a small number that apply to all the planes of a type (inner, outer, astral, or ethereal). A "Grand Unified Theory of Spells" deals with the planar aspects of each type of spell, thus reducing the number of special effect spells that could occupy pages for every layer of the Abyss.

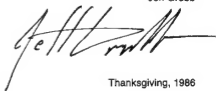
Finally, I'd like to address a touchy subject that usually arises when talking of outer planes and "gods" for campaigns. Though I consulted many texts to gather the mythological and theological information in this book, some topics just were not addressed in these sources. When faced with the question of what Indra's realm looks like, or the nature of the Yggdrasil, or what is to be found on each of the Seven Heavens, I employed a time-honored Dungeon Master process.

I made it up.

Yes, I admit it. To combine the various mythoi and beliefs into a coherent system, I changed some things and added others. This has been done for game balance, playability, and ease of presentation. If you are looking for the accurate background on a particular pantheon, there are many good source books on the mythoi presented here.

We have opened the door to the AD&D game's closet—let's find out what's in there!

Jeff Grubb



Thanksgiving, 1986

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AN INTRODUCTION TO THE PLANES

The term "the planes" encompasses all the alternate levels of reality that may be encountered in the **ADVANCED DUNGEONS & DRAGONS®** game. The planes are more than a different part of a standard campaign, or a different planet to adventure on. The many known planes have very different physical and magical laws than most adventurers are used to. These planes each have unique rewards as well as unique dangers.

The concept of the planes has evolved in the time since the creation of the AD&D® game; it will continue to evolve long after this book goes to print. As the AD&D game universe currently stands, there are five basic groupings of the planes:

- The Prime Material planes
- The Ethereal planes
- The Inner planes
- The Astral plane
- The outer planes

The *Prime Material planes* are the ones most familiar to AD&D game players. The rules governing those planes have been detailed in the other volumes of this hardback series. The Prime Material Planes (the Primes) include many earth-like alternate worlds and campaigns that operate from the same basic realities. Each such plane is referred to by its inhabitants as the Prime Material plane, or the Prime. All other Prime Material planes are noted as Alternate Prime Material planes. Notes on the Alternate Primes may be found in the first appendix at the end of this book.

The *Ethereal planes* are planes of misty proto-matter that exist adjacent to each Prime Material Plane (each Prime Material plane has its own Ethereal plane, so there are also Alternate Ethereal planes). It is not possible to travel between Alternate Primes entirely by the Ethereal, though it is possible to travel between the Prime and the inner planes. Nothing is solid in the Ethereal, including living creatures and their possessions; unliving objects such as weapons and armor may pass through each other with ease. Within the Ethereal exist small finite islands of matter known as demi-planes. These limited planes are covered in the section on the Ethereal as well.

The *inner planes*, also called the elemental planes, are regions of primary forces, the building blocks of the multiverses. The inner planes include the elemental planes of Earth, Air, Water, and Fire, and the planes of Positive and Negative Energy. Between the elemental planes are regions of mixed elemental force known as the *para-elemental planes*; between the elemental and Positive and Negative Material planes are regions known as the *quasi-elemental planes*. In general, these planes are hostile to non-elemental life, and travel within them is recommended only for those who are prepared. The inner planes are not aligned in the same manner as the outer planes, rather they are indifferent to the affairs of other sentients.

The *Astral plane* is the link between the Prime Material plane and the outer planes, much like the Ethereal is the link between the Prime and the inner planes. Unlike the Ethereal, the Astral is a generally barren place, described by travelers as a large vault with occasional bits of solid matter and the gateways and silver cords of other travelers. It is through the Astral that Alternate Primes may be reached.

The *outer planes*, also called the planes of power, are realms with terrain both like and unlike that of the Prime Material plane. These planes are reached by gateways and the *astral* spell. Various powerful beings (self-proclaimed gods, goddesses, and demi-gods, as well as a full spectrum of other life) call the outer planes home. The outer planes are the final resting places of deceased sentient spirits native to the Prime Material planes.

The basic arrangement of the planes is depicted on page 6. A simplified diagram of the connections between planar groups is given on page 7.

Organization

This book is divided into four sections, one for each of the other major groupings of planes (Ethereal, Inner, Astral, and outer). Each of these sections is in turn divided into subsections.

Overview: A brief overview begins each discussion of the plane or planes. This covers the traveler's first impressions of the plane upon entering that realm.

Traveling to the plane: The primary concern for the extra-planar traveler is getting into (and often getting out of) a particular plane. Transit between planes is usually but not always magical in nature, and includes the following methods:

- Established spells and their variations
- Magical items
- Spell-like abilities
- Psionic abilities
- Free-standing artifacts (gates)

Survival: Upon reaching a particular plane, the next major concern is for the traveler's survival. This includes such basics as air, food, and water, as well as the effects of the plane on time, gravity, sense of direction, hearing, and vision. Movement usually operates under unusual rules in other planes (for example, the Astral has no gravity and movement is by thought alone).

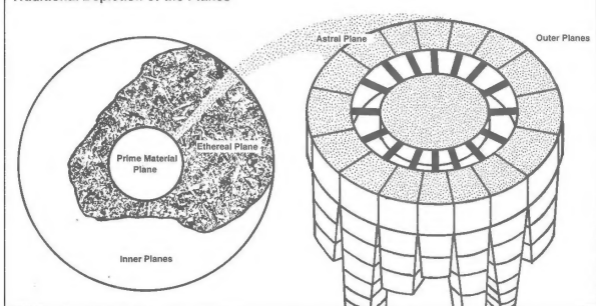
Time: Time is a constant in the known planes of existence, and can not be expanded, contracted, created, or destroyed. The length of a day in one plane is the same number as the length of a day in another plane. If a traveler leaves the Prime Material plane for the Ethereal and spends 20 rounds in the Ethereal, 20 rounds pass on the Prime. This type of time is called "true time."

While time and the perception of its passage do not vary from plane to plane, the *effects* of time on living objects do vary widely. In planes where the effects of time are slowed, the traveler can go long periods without sleep and food, while in those where the effects are speeded up, the individual needs more sleep for the same amount of true time. The time that regulates the differing planar effects on living beings is called "subjective time."

True time governs all actions, including movement, combat, and the casting and durations of most spells. Subjective time governs long-term processes that affect the traveler's metabolism and natural functions. This includes poisons, potions, the effects of paralysis and aging, the need for sleep and food, natural healing, the recovery and research of spells, and spell-casting that takes longer than one turn. In general, all spells can be cast

INTRODUCTION

Traditional Depiction of the Planes



for normal duration unless otherwise noted; the exceptions are usually long-term spells that create permanent items, such as *golem*, *clone*, and *enchant an item*.

True vs. Subjective Time in the Planes

Prime Material planes: The two times are the same

Ethereal plane: 10 true rounds pass for every one subjective round

Inner planes: One true round passes for every two subjective rounds

Astral plane: 365,000 true rounds (approximately 170 true days) pass for every one subjective round

Outer planes: The two times are equal

Explained in other terms:

- In all Prime Material planes and the outer planes, true time and subjective time pass at the same rate.

- In the Deep Ethereal plane, subjective effects last 10 times as long as they do in the Prime. A potion that lasts 10 rounds in the Prime lasts for 100 rounds in the Ethereal. Similarly, a traveler who spends 10 days in the Deep Ethereal without food suffers the effects of fasting for only one day.

- In the Border Ethereal (see the Ethereal plane, on page 11), subjective time passes as in the plane that is being viewed.

- In the inner planes, subjective effects last only half as long as in the Prime plane. Poison takes effect twice as quickly, and a potion that lasts 10 rounds in the Prime only last five rounds in the inner planes.

- The Astral plane has the largest time differential. A thousand years of true time here equals a single day of subjective time. For this reason, individuals incapacitated by poison or other hazards

are often placed in the Astral, where the subjective effects are slowed to a virtual standstill. Spell casting is exempt from this effect. A sleep spell successfully cast upon a target in the Astral has a duration of five rounds/level. A sleep caused by a magical potion, however, would last for 170 true days in the Astral.

These restrictions and advantages apply to travelers while on a plane they are not native to. Natives of a plane are unaffected by the subjective effects of that plane. A spell-using creature native to the Ethereal plane regains spell use by the passage of a standard day in the Ethereal, while a visiting mage from the Prime regains spells in 10 times that amount of time.

The fact that true time flows equally for all planes applies only to the major known planes. There are demi-planes and realms within the outer planes where time functions in a completely different fashion, and may speed up, slow down, or flow in reverse.

Encounters: A large part of each plane's description includes possible encounters in that plane. General types of encounters and example encounter charts are included. If the DM feels that there is going to be a lot of traveling in that plane, he should feel free to develop his own charts along the following lines.

Monsters are defined as being Common to Very Rare (or in some cases Unique) for every plane. A DM creating his own random encounter charts should use a die range of 2-20, generated by rolling an eight-sided and a twelve-sided die. A DM creating his own tables can fill that 2-20 range in the following manner:

D8 +	D12 Roll	Frequency
2		Very Rare or Unique
3		Very Rare
4		Rare or Very Rare
5		Rare
6		Rare
7		Uncommon or choice between Two Very Rare
8		Uncommon or choice between Two Very Rare
9		Common or choice between Two Rare
10		Common or choice between Two Rare
11		Common or choice between Two Rare
12		Common or choice between Two Rare
13		Common or choice between Two Rare
14		Uncommon or choice between two Very Rare
15		Uncommon or choice between two Very Rare
16		Rare
17		Rare
18		Rare or Very Rare
19		Very Rare
20		Very Rare or Unique

Frequency of the monster is determined for that particular plane (elemental creatures are more common in the inner planes than in the Prime Material plane, for instance). Monster frequency tables are included for each plane in its section.

Where a choice of monsters is indicated, the DM may either place a single monster of the more frequent type, or list two less frequent types to choose between when that number is rolled.

A *unique* creature is named and is the only one of its type (though it may have incarnations on other planes). Demon lords such as Orcus and animal kings such as the Cat Lord are unique beings. Most unique beings fall into the category of *Powers*. The abilities of these Powers are described in Appendix IV.

In many cases, there are not sufficient examples of creatures from a typical plane to fill an encounter chart. This happens for planes that

are either not visited often or have little cause to send representatives to the Prime Material plane. While the DM may create original creatures for his campaign, general types of creatures may be created by the method in Appendix II for encounters.

Combat: Combat includes melee combat and missile fire, as well as all nonmagical harmful substances, such as poisons, fire, and acid. Combat functions depend on the physical nature of the plane itself. Common tactics in the planes are covered in this section.

Magic: The myriad planes vary most dramatically from the Prime in their handling of magic and magical effects (spells available to magic-users, clerics, and their sub-classes). How a plane effects spells is handled by noting the plane's effects on spells of a certain type (the spell type is given in parentheses after the spell name in the *Players Handbook* and *Unearthed Arcana*).

Abjuration spells are primarily concerned with the prevention and exclusion of particular magical and nonmagical effects, situations, or individuals, and include most spells of protection, avoidance, and repulsion.

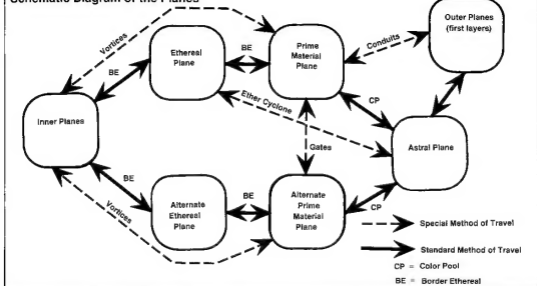
Alteration spells modify existing conditions or beings through the infusion of magical energy.

Conjuration/Summoning spells are a combination of two separate magics in variable quantities: The conjuration part brings in matter from elsewhere, while the summoning portion creates a dunt between the caster and some greater magical power.

Divination spells uncover that which is hidden under normal circumstances. These may be spells that detect magical effects, invisibility and the like, or spells that reveal future events. Also in this category are spells that contact powerful extradimensional creatures, but do not involve direct action by those creatures.

Enchantment/Charm spells place an enchantment on a being or item. When cast on an item, these spells usually invest the object with magical powers. These spells are commonly used to induce particular emotional or mental states in living beings. The *magic jar* spell, originally listed as a *possession* spell, is really an enchantment/charm spell.

Schematic Diagram of the Planes



Spell Summary

In the following spell lists, the first entry is a somewhat abbreviated version of the spell name, the second entry is the level and magical type of spell (C = Cleric, D = Druid, I = Illusionist, M = Magic-User), Combination spells have parenthetical third entries that list the other spell type involved, as follows: A = Alteration; Ab = Abjuration; C = Conjuration; Ch = Charm; D = Divination; E = Evocation; En = Enchantment; I = Invocation; Il = Illusion; N = Necromancy; P = Phantasm; S = Summoning; RC, UC, PAC, etc. denote cantrips.

Conjunctions/Summonings		Flame Strike	5C	Energy Drain	9M	Shadow Walk	7I	(En & I)
Bless	1C	Rainbow	5C (A)	Meteor Swarm	9M			
Aid	2C (N)	Bless Barrier	8C	Chromatic Orb	1I (A)	Alterations		
Chant	2C	Hinder's Feast	8C	Death Fog	7I (A)	Create Water	1C	
Dust Devil	2C	Exorcise	7C (A)	Weird	7I (A/P)	Endure Cold/Heat	1C	
Holy Symbol	2C	Ceremony	1D (I)			Light	1C	
Prayer	3C	Flame Blade	2D (A)	Enchantments/Charms		Magic Stone	1C	
Implore *	4C	Goodberry	2D (A)	Command	1C	Precipitation	1C	
Infect Plague	5C	Reflecting Pool	2D (D)	Enthrall	2C	Purify Food/Drink	1C	
Aerial Servant	6C	Stareline	3D (I)	Hold Person	3C	Resist Cold	1C	
Conjure Animals	6C	Moonbeam	5D (A)	Messenger	2C	Resist Fire	2C	
Gase	7C	Wall of Fire	2D	Snake Charm	2C	Silence 16'	2C	
Holy Word	7C	Changestuff	7D (En)	Incubate/Spell Abil	4C	Speak w/Animals	2C	
Symbol	7C	Chariot/Sustaine	7D	Spine Stones	4C	Withdraw	3C	
Summon Insects	1D	Fire Storm	7D	Gale	5C	Coldburst	3C	
Animal Summoning	4D	Sunray	7D (A)	Quest	5C	Continual Light	3C	
Call Wilding Bird	4D	Chill	UC	Spike Growth	5C	Create Food/Water	3C	
Animal Sum II	4D	Color	UC	Suicor	7C	Flame Walk	3C	
Animal Sum III	4D	Campen	UC	Animal Friend	1D	Meld into Stone	3C	
Conj Fire II	6D	Salt	UC	Pass w/c Trace	1D	Water Walk	3C	
Fire Seeds	6D (C only)	Spice	UC	Charm Pet/Mam	2D	Giant Insect	4C	
Web of Thorns	6D	Stash	UC	Fire Trap	2D (En)	Incubate/Spell Abil	4C	(En)
Weather Sum	6D	Warm	UC	Trip	2D	Lower Water	4C	
Conj Earth II	6D	Dirty	RC	Hold Animal	3D	Neat Poison	4C	
Cweeping Doom	6D	Dusty	RC	Shame	3D	Speak with Plants	4C	
See	6C (S only)	Sour	RC	Spine Growth	3D	Spice Stones	4C	(lin)
Bluelight	6C (C only)	Belch	PAC	Hold Plant	4C	Sticks to Snakes	4C	
Bug	6C (S only)	Blink	PAC	Feeblemind	6D	Tongues	4C	
Grate	6C (S only)	Cough	PAC	Livocak	6D	Air Walk	5C	
Mouse	6C (S only)	Ned	PAC	Changestuff	7D	Flame Shift	5C	
Spider	6C (S only)	Scratch	PAC	Confusion	7D	Rainbow	5C	(C)
Tweak	6C (C only)	Sneezes	PAC	Finger of Death	7D	Spice Growth	5C	(En)
Unlock	6C (C only)	Yetch	PAC	Flavor	7D	Animals Object	5C	
Armor	1M	Yawn	PAC	Fleishin	UC	Part Water	6C	
Find Familiar	1M	Alarm	1M	Curdle	RC	Speak w/Monsters	6C	
Mount	1M	Groove	1M	Whir	RC	Word of Recall	6C	
Puik	1M	Magic Missile	1M	Distract	LC	Animal Spell	7C	
Unseen Servant	1M	Shield	1M	PAC		Control Weather	7C	
Flame Arrow	3M	Wipe	1M	Smokepuff	HC	Earthquake	7C	
Material	3M (C & E)	Flaming Sphere	2M	Creak	HC	Evocation	7C	(E)
Monster Sum I	3M	Mell's Acid Arrow	2M	Tao	HC	Suicor	7C	(En)
Sepia Snake Sign	3M	Striking Cloud	2M	Whistle	HC	Wind Walk	7C	
Edward's Bk Tent	4M	Tasha's Laughter	2M	Charm Person	1M	Enlarge	1D	
Monster Sum II	4M	Web	2M	Friends	1M	Flame Fire	1D	
Conjure Elem	5M	Whip	2M	Run	1M	Invits to Animals	1D	
Beckon * *	5M	Zephyr	2M	Gleez	1M	Precipitation	1D	
Leonard's Chest	5M (Ab)	Freelab	2M	Tauri	1M	Purify Water	1D	
Magic Jar * *	5M	Lightning Bolt	3M	Bind	2M	Shrinkage	1D	
Monster Sum III	5M	Material	3M (C & E)	Deepockets	2M	Speak w/Animals	1D	
Mord's Hound	5M	Dig	4M	Forget	2M	Barkskin	2D	
Death Spell	5M	Fire Shield	4M (A)	Ray of Enteeb	2M	Create Water	2D	
Enchant An Item	5M	Fire Trap	4M	Scare	2M	Goodberry	2D	(E)
Entertainment	5M	Ice Storm	4M	Hold Person	3M	Heat Metal	2D	
Joia Stalker	5M	Orluxe's Res Sphere	4M	Suggestion	3M	Obscurement	2D	
Monster Sum IV	5M	Shout	4M (A)	Charm Monster	4M	Produce Flame	2D	
Cocodemon	7M	Wall of Fire	4M	Confusion	4M	Warp Wood	2D	
Drew's Int Sum	7M	Wall of Ice	4M	Fire Charm	4M	Cat Lightning	3D	
Limited Wish	7M	Bilgy's Inter Hand	5M	Furnie	4M	Cloudburst	3D	
Monster Sum V	7M	Cloudell	5M	Leonard's Shelter	4M	Hold Poison	3D	
Mord's Maneion	7M	Cone of Cold	5M	Magic Mirror	4M	Plant Growth	3D	
Power Wd Sun	7M	Leonard's Belab	5M	Dolor	5M	Pyrotechnics	3D	
Blaze	8M	Sending	5M (En)	Fabricate	5M	Spice Shopa	3D	
Monster Sum VI	8M	Wall of Force	5M	Feeblemind	5M	Tree	3D	
Power Wd Blind	8M	Wall of Iron	5M	Hold Monster	5M	Water Breathing	3D	
Symbol	8M	Wall of Stone	5M	Leonard's Belab	5M	Control Temp	4D	
Time the Soul	9M	Bilgy's Force Hand	6M	Eyebite	5M	Plant Seed	4D	
Gase	9M	Chain Lightning	6M	Geas	6M	Produce Fire	4D	
Monster Sum VII	9M	Contingency	6M (A & En/Ch)	Guards & Ward	6M	Repet Insects	4D	
Power Wd Kill	9M	Guards & Wards	6M (A)	Truename	7M	Speak w/Insects	4D	
Prismatic Sphere	9M (Ab)	Orluxe's Frog Sp	6M (A)	Charm Plants	7M	Animal Growth	5D	
Wish	9M	Spiritreach	6M (Ab)	Truename	7M	Control Winds	5D	
Maze	5I	Tenser's Transf	6M (A)	Ant/Sympathy	8M	Moonbeam	5D	(E)
Summon Shadow	5I	Stashment	7M (Ab)	Binding	8M	Plant Plant	5D	
Conjure Animals	6I	Bilgy's Grogg Hand	7M	Demand	8M	Spice Stones	5D	(En)
Aster Reality	7I (UP)	Delay Cold Fall	7M	Mass Charm	8M	Sticks to Snakes	6D	
Prismatic Spray	7I (Ab)	Forcedge	7M	Cap's In Dance	8M	Trans Rock/Aud	6D	
Prismatic Wall	7I (Ab)	Morden's Sword	7M	Sink	8M	Trans Water/Dust	6D	
		Tormen	7M	Mord's Delujon	9M	Transport Via Plants	6D	
		Bilgy's Clench Flat	8M	Suicor	9M	Turn Wood	6D	
Invocations/Evocations		Binding	8M (En)	Hypnotism	1I	Animate Rock	7D	
Combine	1C (N)	Demand	8M (E & En/Ch)	Suggestion	3I	Control Weather	7D	
Spiritual Hammer	2C	Incendiary Cloud	8M (A)	Confusion	4I	Sunray	7D	(E)
Wyvern Watch	3C	Orluxe's Tele Sp	8M	Emotion	4I	Trans Metal/Wood	7D	
Glyph of Warding	3C (Ab)	Astral Spell	8M	Chase	4I	Gather	7D	
		Bilgy's Crush Hand	9M	Magic Mirror	5I	Poles	UC	
				Mass Suggestion	6I			

* reversed abjure; ** reversed evocation; *** listed as possession

Shine	UC	Extension III	6M	Penetrate Disgaea	1C	Whispering Wind	2I	(P & A)
Sprout	UC	Glaucous	6M	Porant	1C	Fear	3I	
Strich	UC	Guards & Wards	6M	Augury	2C	Halluc Terrain	3I	
Tie	UC	Lower Water	6M	Delect Chams	2C	Illusion Script	3I	
Wrap	UC	Move Earth	6M	Delect Life	2C	Invia 10' r	3I	
Hairy	RC	Osliue's Frig Sph	8M	Find Traps	2C	Paralyzation	3I	
Knot	RC	Pact Waver	8M	Know Alignment	3C	Phantom Seed	3I	(P & C)
Ravel	RC	Project Image	8M	Locate Object	3C	Phantom Wind	3I	(P & A)
Spill	RC	Scote to Flash	8M	Delect Lie	4C	Spectral Force	3I	
Tangle	RC	Tenser's Transil	8M	Divination	4C	Wraithform	3I	(I & A)
Tarnish	RC	Trans Water/Dust	8M	Commune	4C	Crope Exhaust	4I	
Unite	RC	Dup-Dimension	7M	Magic Font	5C	Improved Invia	4I	
Change	LC	Mord's Mansion	7M	True Seeing	5C	Massmorph	4I	
Mist	LC	Phase Door	7M	Find the Path	6C	Phantasmal Killer	4I	
Plasent	LC	Reverse Gravity	7M	Stone Tell	6C	Rainbow Pattern	4I	(P & A)
Flowerling	PC	Rebuke	7M	Delect Balance	1D	Shadow Monsters	4I	
Aff Norm Fires	1M	Truesense	7M	Delect Magic	1D	Vacancy	4I	(P & A)
Burning Lights	1M	Varnish	7M	Delect Sn&P	1D	Shadow Door	5I	
Comp Languages	1M	Guassoul	8M	Locate Animals	1D	Demi-Shadow Mon	5I	
Dancing Lights	1M	Incendiary Cloud	8M	Predict Weather	1D	Dream	5I	(A)
Enlarge	1M	Osliue's Tel Sph	8M	Locate Plants	2D	Projected Image	5I	(A)
Erase	1M	Permanency	8M	Reflecting Pool	2D	Shadow	5I	
Feather Fall	1M	Polyomorph Any Obj	8M	Know Alignment	3D	Shadow Magic	5I	
Firewater	1M	Serian's Sp Immus	8M	Commune w/Nature	5D	Tempus Fugit	5I	
Hot Portal	1M	Sink	8M	Delect Magic	1M	Demi-Shadow Magic	5I	
Jump	1M	Crystallize	9M	Identify	1M	Mirage Arcane	5I	
Light	1M	Mord's Dialect	9M	Read Magic	1M	Mislead	5I	
Melt	1M	Shape Change	9M	Delect Evil	2M	Permanent Ruin	5I	
Mending	1M	Succor	9M	Delect Invis	2M	Prontismagoria	5I	
Messaga	1M	Temporal Status	9M	ESP	2M	Programmed Illusn	5I	
Precipitation	1M	Time Stop	9M	Know Alignment	2M	Shades	5I	
Shocking Grasp	1M	Odored Lights	MIC	Locate Object	2M	Veil	5I	
Spider Climb	1M	Dim	9M	Clairvoyance	3M	After Realty	7I	(CIS)
Wizard Mark	1M	Haze	MIC	Clairvoyance	3M	Shadow Walk	7I	(I & En)
Ward	2M	Rainbow	MIC	Delect Illusion	3M	Weird	7I	(E)
Continual Light	2M	Chromatic Orb	1I	Cont Other Plane	5M			
Darkness 10' r	2M	Color Spray	1I	Legend Lore	5M			
Despoillets	2M	Dancing Lights	1I	Delect Illusion	1I	Abjurations		
Flaming Sphere	2M	Darkness	1I	Dread Invis	1I	Pro/Evil	1C	
Fools Gold	2M	Gaze Reflection	1I	Read Illus Magic	1I	Remove Fear	1C	
Invisition	2M	Light	1I	Delect Magic	2I	Sanctuary	1C	
Knock	2M	Phantom Armor	1I	True Sight	8I	Cure Blindness	3C	
Levitate	2M	Wall of Fog	1I	Vision	7I	Cure Disease	3C	
Magic Mouth	2M	Fog Cloud	2I			Dapel Magic	3C	
Pyrotechnics	2M	Magic Mouth	2I			Glyph of Warding	3C	(E)
Rope Trick	2M	Ultravision	2I			Nag Plane Pro	3C	
Shelter	2M	Whispering Wind	2I			Remove Curse	3C	
Shroud	2M	Conin Darkness	2I			Remove Paralysis	3C	
Vocalize	2M	Continual Light	3I			Abjute	4C	
Wizard Lock	2M	Delude	3I			Exorcise	4C	
Blind	3M	Phantom Wind	3I			Pro/Evil 10' r	4C	
Cloakburst	3M	Rope Trick	3I			Spell Immunity	4C	
Explosive Runes	3M	Wraithform	3I			Atonegment	9C	
Fly	3M	Minor Creation	4I			Dapel Evil	9C	
Gust of Wind	3M	Rainbow Pattern	4I			Forbiddeness	9C	
Haste	3M	Solid Fog	4I			Pro/Fire	1D	
Infravision	3M	Vacancy	4I			Dapel Magic	1D	
Item	3M	Dream	5I			Pro/Lighting	4D	
Leomund's Hut	3M	Major Creation	5I			Repel Insects	4D	(A)
Mai's Meesore	3M	Projected Image	5I			A-Plant Shell 10' r	5D	
Secret Page	3M	Death Fog	6I			An-Animal Shell	6D	
Snow	3M					Clean	1C	
Tongues	3M					Dry	1C	
Water Breathing	3M					Dust	1C	
Wind Wall	3M					Exterminate	UC	
Dimension Door	4M					Pro/Evil	1M	
Enchanted Weapon	4M					Preservs	2M	
Extension I	4M					Pro/Cantrice	2M	
Fire Shield	4M					Dapel Magic	3M	
Leomund's Shelter	4M					Pro/Evil 10' r	3M	
Osliue's Res Sph	4M					Pro/Normal Mist	3M	
Plant Growth	4M					Dapel Illusion	4M	
Polyomorph Other	4M					Minor Globe Invuln	4M	
Polyomorph Self	4M					Remove Curse	4M	
Rary's Mewen Enhanc	4M					Avoidance	5M	(A)
Shonoken	4M					Dismissal	5M	
Ultravision	4M					Anti-Magic Shell	6M	
Wizard Eye	4M					Globe of Invuln	6M	
Airy Water	5M					Repulsion	6M	
Animal Growth	5M					Spiritwrack	6M	(E)
Avoidance	5M					Blasphem	7M	(E)
Distance Disort	5M					Succenter	7M	(UP)
Extension II	5M					Volley	7M	
Fabricate	5M					Mind Blank	8M	
Leomund's Chest	5M					Improvement	8M	
Passwall	5M					Prismatic Sphere	9M	
Stone Shape	5M					Dapel Illusion	2I	
Talktwins	5M					Non-detection	3I	
Taleport	5M					Dapel Magic	4I	
Trans Rock/Mud	5M					Prismatic Spray	7I	(CIS)
Control Weather	5M					Prismatic Wall	7I	(CIS)
Disintegrate	6M							

INTRODUCTION

Evocation and *invocation* spells channel magical energy to create specific effects and types of matter. *Invocations* are dedicated to a particular powerful extradimensional being and are usually confined to clerics, while *evocations* involve utilizing the natural magical energy of the planes.

Illusion/Phantasm spells are those that create a false reality. This includes the bulk of the spells listed for the illusionist sub-class. Illusions alone create the apparent existence of items in the minds of the viewers, while phantasms create a shadow reality that gives these illusions the power to affect the viewer as if real.

Necromantic spells affect the health, hit points, or normal functioning of a living or once-living target. Spells that increase or decrease hit points, cause or cure disease, or restore lost souls to their bodies all are necromantic spells.

A summary of magical spells divided according to level and spell type is given on pages 8 and 9.

Magic use on other planes is limited by the rules for each spell type. On a particular plane, for example, abjuration spells may be severely limited, conjuration/summoning spells may have advantages, and divination spells may not function at all. Further, the physical limitations of a plane (such as the lack of gravity in the Astral, or the heat of the plane of elemental Fire) causes some spells to behave differently than in the Prime Material plane.

When discussing magic, this book defines the rules for each type of magic in each plane and also provides examples and exceptions to help the DM determine the effects of spells that may be developed by players or future game additions.

Spells that combine the effects of a number of the types listed here (such as alteration-evocations) are constrained by the limitations on both types of spell.

The magic section also includes any notes on magical items that apply to that plane. In general, the following rules govern magical items on the known planes of existence:

Potions, including oils, follow the rules governing alteration spells on each plane. *Philter-type* potions, such as *philter of love*, are enchantment/charm magic.

Scrolls with spells obey the rules that regulate the particular type of spell. *Scrolls* that offer protection against particular creatures, attacks, or situations are considered abjuration magic.

Rings generally use alteration magic in their operation. There are several exceptions, including the following:

- Rings that call upon extradimensional creatures use conjuration/summoning magic.
- Rings that command or control other entities use enchantment/charm magic.
- Rings that provide *protection* or *spell turning* use abjuration magic.
- Rings that inspire *delusion* radiate the type of magic of the ring it is thought to be (this is part of the enchantment).
- Rings that cast several types of spells or have multiple types of spell-like uses obey the rules governing the type of spell they are casting at the moment.

Wands generally use evocation magic. Some exceptions:

- Wands that detect or locate specific items, such as metal, enemies, or magic, use divination magic.
- *Wands of conjuration* use conjuration/summoning magic.
- *The wand of illusions* uses illusion/phantasm magic.
- *The wand of negation* uses abjuration magic.
- *The wand of wonder* obeys the rules for the spell type it is currently casting.

Staves follow the rules of the spell type they contain, either by spell type, or according to the definitions of the spells above. A *staff of the magi*, for example contains divination, evocation,

alteration, and conjuration/summoning magic, various uses, and obeys the rules of the spell type currently in use.

Those staves that are used as weapons (*staff-spear*, *staff of striking*) use alteration magic.

Rods generally use alteration magic. Those that have specific spell-like abilities obey the rules for those spell types.

Miscellaneous magical items use the full range of spell types. For example, a *crystal ball* works by divination magic, while a *trident of fish command* employs enchantment/charm magic, and a *robe of blending* uses alteration magic. Those items that inflict physical damage (a *maul of the titans*) are affected as swords and miscellaneous weapons (see below).

Swords and miscellaneous weapons have their magical powers reduced the farther they are taken from their plane of origin. For each plane removed (full plane, not demi-plane or level of a larger plane), the sword or weapon loses one plus to hit and damage. A +2 sword from the Prime becomes a +1 sword in the Ethereal, and a nonmagical sword in an inner plane. Swords and weapons that become nonmagical in this fashion lose all their other abilities. Weapons enchanted for a specific purpose (such as the *frostbrand*, which is +3, +6 versus fire-dwelling creatures) lose one plus from both for each plane removed (+1, +4 when two planes removed, +0, +3 when three planes removed). These items retain their enchantment until they lose the pluses from both regular bonus and special enchantment.

Weapons with spell-like abilities have those abilities affected as for their spell types. Certain weapons, such as the *sword of the planes* are enchanted so as to be more powerful on other planes. The plane of origin for most weapons, unless otherwise determined by the DM, is the plane where they are discovered or forged. Any changes in the abilities of weapons (and other magical items) are only in effect while on that plane; the items return to normal upon leaving the plane. Swords and other weapons that are of exceptional quality or that gain pluses from being made of rare materials do not have these bonuses removed by passing into other planes of existence.

Armor and shields are also reduced in magical effect the farther they are taken from their plane of origin. These items' magical abilities are governed by the rules for the spells they duplicate. Again, the plane of origin for armor and shields is the plane where they are forged or discovered. Armor and shields that gain bonuses from quality workmanship or special nonmagical materials do not have those bonuses reduced.

Artifacts are unaffected by travel through the planes. If an artifact's power is used to create an impossible effect (such as summoning a nonnative god to the Ethereal plane), the artifact immediately *plane shifts* itself and its owner to the nearest planar location where it can use that effect.

Player Characters: This section covers all noncombat, nonspell-casting character abilities, and includes such things as thieving skills, a paladin's special abilities, relearning spells, and advancement. Many of these rules can be deduced from the physical description of the plane, but are stated here so that there are no ambiguities in running PCs in other planes.

Features: This last section includes special items of note and those areas commonly reached by extraplanar visitors. In the outer planes, for instance, this includes the common homes of the gods that travelers stumble into, while in the Ethereal it covers the demi-planes' small self-contained alien worlds. This section is not intended to provide the DM or the players with a full listing of everything in the plane, but only to provide a basis for further adventuring in these realms.

THE ETHEREAL PLANE

Overview

The Ethereal plane is a plane of swirling proto-matter coexisting alongside Prime Material plane, touching the Prime at all points. The Ethereal is the cosmic "glue" that binds together the Prime Material and inner planes. It also contains the stuff that new demi-planes are made of. It is a rolling, chaotic plane filled with swirling fogs and shadowy shapes in various degrees of solidity. Travelers and the few natives that exist in this plane appear semi-solid as well, and nonliving objects can pass through each other easily.

The first-time visitor deep within the plane may find himself completely surrounded by colorful mists, or in areas that resemble small towns on misty, fog-bound evenings. There is gravity in the sense of an up and a down direction, but the ethereal visitor can move in all directions freely. Visitors and other objects are supported by the ethereal medium, so that unsupported objects do not fall in Ethereal plane, despite the existence of a down direction. The traveler in the Ethereal consists of the same base material, and therefore has the same density, as his surroundings. A traveler can move forward, backward, up, or down by parting the vaporous medium at will.

The Ethereal is unique among the planes in that a visitor can exist simultaneously in both the Ethereal and another plane, in a region of the Ethereal plane known as the *Border Ethereal*. The *Border Ethereal* is explained below and is considered part of the Ethereal plane (the "edge" of the infinite plane). The non-*Border* parts of the Ethereal are referred to as the *Deep Ethereal*.

The Ethereal can be thought of as a great ocean, so that a traveler can wade along the beach (in the *Border Ethereal*), alongside familiar lands, or journey across the Ethereal ocean (the *Deep Ethereal*) into new lands. All discussion in this section applies to individuals anywhere in the Ethereal plane, unless otherwise noted as being solely for the *Border* or *Deep Ethereal*.

The Ethereal plane is used as a means of travel from the Prime to the inner planes, which include the elemental, para-elemental, and quasi-elemental planes, as well as the Positive and Negative Material planes. The Ethereal also provides access to the demi-planes (see page 21 for a brief discussion of the demi-planes).

Reaching the Ethereal Plane

The Ethereal plane (and the realms beyond it) can be most easily reached via magical items, such as *oil of ethereality* or *armor of ethereality*. These and similar magical items place the user and those items he carries into the *Border Ethereal*, that place where the Prime and Ethereal meet.

There are no specific spells designed to put the traveler into the Ethereal plane, though several spells serve the function. The clerical *plane shift* can enable the target to enter the *Border Ethereal*, while the magic-user *vanish* spell can send an object into the *Deep Ethereal*. An enterprising spell caster can utilize the *Leomund's secret chest* spell as a method of travel, but must either bring the smaller chest with him (negating any chance of returning by that method), or have a caster back on the Prime willing to call the chest back. In either event, the *Leomund's secret chest* spell sends its chest (and contents) into the *Deep Ethereal*.

The peloric major ability *ethereality* permits the user and a certain amount of material he is touching (determined by level of mastery) to enter the Ethereal plane.

A traveler becoming *ethereal* slowly disappears from view, taking

a round to fade away, whether entering the *Deep Ethereal* or the *Border Ethereal*. The ethereal traveler is invisible for as long he remains in the Ethereal plane; when he leaves the Ethereal plane, he rematerializes in one round in the next plane on his itinerary. A traveler returning from the Ethereal plane can take actions and attack others in the Prime plane, but cannot disappear again into the Ethereal until the following round. The most common example of this are creatures with phasing abilities such as phase spiders. They reappear and deliver their deadly bites in one round, but require the next round to return to their invisible and ethereal state.

The Border Ethereal

The Ethereal plane is accessible at every point of the Prime Material plane it touches, so there are no free-standing ducts, gates, or portals. Rather, the entire Prime is bordered by the Ethereal; those who walk along this border can interact with creatures on the Prime plane.

To use the analogy of the Ethereal as an ocean, a person in the *Border Ethereal* is standing in the surf of that ocean where it meets the shore. He can see what is happening on the shore, and he can move along the shore, but he is still in the water. Thus a traveler standing in the *Border Ethereal* can see into the Prime plane, but he is still an ethereal being.

Subjective time flows for the traveler in the *Border Ethereal* as for the plane he is viewing. In the *Border Ethereal* with the Prime Material and outer planes, subjective time flows at the same rate as true time.

An individual in the *Border Ethereal* is invisible to those in the bordering plane, although he can be detected from that plane by means of the *detect ethereality* or *detect invisibility* spells. Such a traveler revealed would appear as a smoky, translucent shade. Travelers in the *Border Ethereal* are visible to others in the *Border Ethereal*.

Individuals in the *Border Ethereal* cannot verbally communicate with inhabitants of the plane they border, nor can they use equipment, items, or spells to attack individuals in the plane they border. Likewise, inhabitants of the other plane cannot attack beings that are in the *Border Ethereal*. Certain spells, such as *phase door* and *dispel magic*, can bring the beings out of the *Border Ethereal* and into the other plane.

Border Ethereal creatures can attack each other, and they can be attacked by creatures that have attacks capable of reaching into the Ethereal plane.

Travelers in the *Border Ethereal* can move through the plane they are bordering without problem, moving vertically or horizontally at will without need for support. They travel at the speed they would move on that plane given their usual movement abilities.

The traveler in the *Border Ethereal* can move through solid matter in the plane he borders without ill effects in most cases. Stone can be breached without creating an opening, and the ethereal traveler can pass through a *wall of fire* or volcano unscathed, provided it is on the other plane. Damage that extends into the Ethereal plane does affect the ethereal traveler.

The dangers of invisible individuals walking through walls via the *Border Ethereal* have not been lost on the powers that live in the planes adjacent to it. Three things in the plane bordering the Ethereal hinder movement in the Ethereal: certain spells that detect and ban the ethereal, dense metals, and living beings.

Spells that affect movement and creatures in the Ethereal plane

ETHEREAL (Border)

include *glyph of warding* and *Mordenkainen's faithful hound*, which both detect and attack ethereal creatures. Of a more permanent nature is an alchemic mixture containing gorgon's blood that, when mixed with the mortar of a building, prevents ethereal and astral creatures from passing through the walls. This last potion usually costs 10,000 g.p. from a reputable alchemist.

Dense metals also prevent passage by those in the Border Ethereal, so a large collection of gold or plates of lead can be used to ethereal-proof an area. Any metal denser than gold can be used, though this is often an expensive proposition. This method also allows dwarven and human miners to discover new veins of dense ore by sending scouts in the Border Ethereal through the surface. The type of material found cannot be determined in this fashion, however, and unlucky miners may dig up an ancient, sealed tomb of a fell power.

Living beings (at least those above the one-called level) generate an aura that prevents passage by ethereal beings. Thus a guard outside the door of a room whose walls were built with gorgon's blood in the mortar prevents ethereal passage. This aura radiates about a foot in all directions, so that it is possible to pass under or over living guards. Because of this aura, a traveler cannot materialize partially inside the body of an opponent, or leave a weapon where it will rematerialize into a living creature. Plants also radiate this aura, so a vine-covered cottage is also immune to ethereal visitors.

A traveler in the Border Ethereal sometimes may be forced to regain his physical form inside an existing object. (This usually occurs because the spell or potion has expired or a *dispel magic* has been cast upon the traveler.) Liquids, gases, and flames part to allow the traveler entrance, but solid objects resist such intrusions. A traveler reappearing inside a solid object must roll a saving throw vs. death magic. Failing that save results in the physical destruction of the traveler; success plunges the traveler into the Deep Ethereal, where he is unconscious for 1d4 true rounds. Several travelers reappearing together are sent to different areas of the plane. Those who survive the trauma remain ethereal until they choose to enter another Border Ethereal, at which point they become non-ethereal and emerge into the plane they have chosen.

The plane adjoining the Border Ethereal is visible to the ethereal traveler, but neither clearly nor to great depth. All colors are reduced to shades of grey, so that dark green and dark blue are identical blacks, while tomato red is grey and bright yellow is white. Furthermore, sight into the plane adjoining the Border Ethereal is limited to 12" in daylight, and may be further limited by available light in that plane. A traveler with infravision or ultravision will be able to see normally (up to 12"); but someone with an ethereal light source would not (the light from an ethereal lantern does not reflect off non-ethereal objects and thus it does not illuminate objects in the other plane).

Spells in the Border Ethereal work under the restrictions for the entire Ethereal plane, as far as affecting other ethereal creatures. No spells cast on the Border Ethereal can affect the plane that it adjoins, with the exception of certain divination magics.

While the traveler in the Border Ethereal faces a number of problems in this region of the plane, he is free of the greatest danger of the Ethereal: the ether cyclone.

The traveler may choose to leave the border region of the Ethereal plane for the depths of the plane itself. This may be desirable to escape pursuit or a powerful foe, or to reach the inner planes and demi-planes. A traveler can only reach the plane that he is now bordering. A traveler desiring to venture deeper into the Ethereal merely wills it so. An individual who witnesses this proc-

ess sees the traveler stepping back into a rolling mist, which then closes in on itself. The traveler is now in the Deep Ethereal, facing a curtain of vaporous color.

Into the Ethereal Plane—Curtains

Unless boldly flung into the depths of the Ethereal plane (by a *vanish* spell or trying to enter a plane inside solid matter), a traveler begins his sojourn in the Ethereal at a *curtain of vaporous color*. These curtains are the boundaries between the Deep Ethereal and the Border Ethereal. To continue the ocean analogy, the curtains are shoals and reefs out in the ocean that warn of landfall ahead. As long as the traveler remains on the Ethereal side of the curtain, he cannot be harmed by any forces in the Prime or inner planes. Upon stepping through the curtain, the traveler is in the Border Ethereal.

The *curtains of vaporous color* appear as huge hanging sheets that are continuously agitated by the forces between the planes. Lights and pixie fire dance across their surfaces. The traveler can enter a curtain by willing so and can leave it behind by a similar act of will. The color of the curtain indicates the plane the curtain conceals:

Plane	Color
Prime Material	Turquoise (bright bluish green)
Air Elemental	Blue
Earth Elemental	Brown
Fire Elemental	Red
Water Elemental	Green
Smoke Para-Elemental	Pearl (off-white shot with grey)
Ice Para-Elemental	Aquamarine (dark blue-green)
Ooze Para-Elemental	Chocolate
Magma Para-Elemental	Maroon
Lightning Quasi-Elemental	Violet
Steam Quasi-Elemental	Ivory (dirty white)
Radiance Quasi-Elemental	Shifting Rainbow Pattern
Mineral Quasi-Elemental	Milky Pink
Vacuum Quasi-Elemental	Ebony (deep blackish brown)
Salt Quasi-Elemental	Tan
Ash Quasi-Elemental	Dark Grey
Dust Quasi-Elemental	Dun (brownish grey)
Positive Material	Pure White
Negative Material	Pure Black
Demi-Planes	Metallic Shades

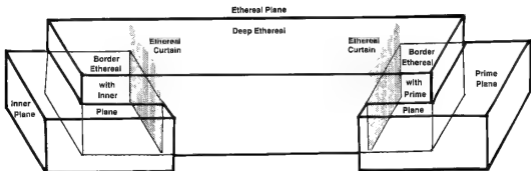
Survival in the Ethereal Plane

Breathing: In the Ethereal plane, physical objects are converted into their Ethereal equivalents—metal to ethereal metal, flesh to ethereal flesh, stone to ethereal stone, etc. A living body can then breathe the ethereal air in a normal fashion. Since ethereality permeates the entire plane and all substances within, a character cannot be smothered by ethereal stone, nor drown in an ethereal lake. The ethereal body can still be affected by gas attacks, such as *stinking cloud* and *cloudkill*, that are cast in the Ethereal plane.

Time: The effects of time for metabolic and other natural processes take place 10 times slower than on the Prime. For every 10 turns that pass on the Ethereal plane, the effects are as if a single turn has passed for the character.

For example, a traveler using *oil of ethereality* (considered a potion) usually can become ethereal for 4 + 1d4 turns. Rolled randomly, he can stay ethereal for six turns (one hour). The trav-

The Ethereal Plane



eler fades into the Deep Ethereal, where for him 10 hours pass before the oil loses its potency. If he remained in the Border Ethereal, the oil's effectiveness would end after one hour.

If an ethereal effect ends while a character is in the Deep Ethereal, he is immediately forced through a randomly rolled curtain of color. He enters this Border Ethereal and immediately is cast into the plane that it borders.

Aging occurs at the subjective rate for ethereal travelers, so that a ghost's attack would not age 10-40 years, but take 1d4 years off the lifetime of the target. Similarly, a *potion of longevity* would only restore 10% of the years lost.

Food and Drink: The ethereal body requires nourishment as does the traveler's normal body, but at only $\frac{1}{10}$ the rate as the normal body. Ten true days pass before the ethereal body feels the effects of one (subjective) day without food or water. In the Deep Ethereal, wayfarers have set up caches of food and drink, and one or two demi-planes are used as oases for travelers.

Gravity: Unlike the Astral, the Ethereal has a definite sense of up and down. But the ground and the traveler are made of the same substance, so it is impossible to fall in the Ethereal Plane.

Direction: There is no north or south in the Deep Ethereal plane, though the Border Ethereal obeys the laws of the plane it is adjacent to. The only form of direction is toward and away from a certain plane, but after moving out of sight of the *curtain*, this too becomes hard to judge.

Vision: The Ethereal plane is a thick soup composed of ethereal matter, so that sight is limited as if looking through a dense fog. Clear vision extends to about 100 yards, with murky shapes beyond. Encounter distances in the Ethereal plane are 80-120 yards, though if one side has surprise, it may evade or lay in ambush for the others. As the bodies of beings on the plane are at the same temperature as the surroundings, infravision does not

function. Ultravision works normally. For vision into other planes, see the notes on the Border Ethereal.

Movement:

Movement in the Ethereal is accomplished by wishing to go somewhere. An ethereal traveler moves as fast as he would unencumbered on his home plane (regardless of his degree of encumbrance).

A character moving along the outer edge of a *curtain of vaporous color* can cover greater distances without the effects of time in the Ethereal borders. However, it is almost impossible to find the correct path along the outside edge of these curtains. The shifting nature of these curtains prevents the traveler from determining the correct direction, so that while an ethereal visitor may travel along the undulating curtain the correct distance, the direction is random.

In game terms, when a character is following the curtain's edge, the DM rolls a random direction for his game map on an eight-sided die (1 = north, 2 = northeast, and so on clockwise around the compass rose). This is the actual direction in which the character moved. Each move requires another roll.

If a character sets out away from the curtain of the plane, that traveler should have an idea of where he is going. If there is no clear destination, the character has random encounters as he adventures across the Ethereal (see encounters on page 14). If the traveler has a set destination across the Ethereal plane, use the following method to determine time of travel (in true time):

10-100 turns to a free-floating cache or demi-plane entrance
10-100 hours to a *curtain*

100-1,000 hours to a specific area of a curtain (such as a wizard's outpost located in the plane of elemental Water)

ETHEREAL (Encounters)

Heading for a specific portion of a curtain indicates the traveler has previously been to that location, has viewed it by magical means, or possesses directions (in the form of a map of the plane being reached) or a full description (this is very unreliable and the travel time is multiplied by 1d6). Success in reaching a specific part of a realm places the traveler within 10 miles of that location.

Some areas of the curtains that expect extradimensional guests, such as the aforementioned wizard's outpost, leave caches and guards outside the curtain to identify friends and keep out invaders and riff-raff.

It is common for powerful mages, clerics, and psionists to cover great distances between known locations in their worlds by entering the Deep Ethereal for a familiar point or waystation (10-100 turns required) and then heading for a specific part of their plane's curtain (another 100-1,000 hours).

The time to reach another plane does not depend on how fast the character is moving (though he must be moving). While time is the limiting factor in traveling in the Ethereal plane, movement is necessary; a traveler cannot enter the Ethereal and wait in relative safety until the necessary time has elapsed.

If it is determined that 40 turns of travel are needed to reach a supply cache, then 40 turns of continuous movement is required with the supply cache as a goal. This time is true time, not subjective time. Stopping after 20 turns (were the party to investigate another curtain they encountered, though not if they were attacked by creatures) would not leave 20 turns of travel. Instead, since the Ethereal is a shifting and ever-changing place, a new roll must be made to redetermine the time to the cache (the travelers may have more than 40 turns of travel to go after stopping!). While normal movement rates do not affect the time required to move to another location in the Ethereal, they come into play in tactical situations, including combat and evasion.

Encounters in the Ethereal Plane

Encounters in the Border Ethereal occur according to the time and encounter matrices of the plane it borders. Encounters in the Deep Ethereal may occur every four hours (1 in 10 chance), or whenever someone steps through a curtain into the Deep or Border Ethereal.

Roll	Deep Ethereal	Roll	Border Ethereal
1-90	Monster Encounter	01-50	Normal Encounter
81-94	Curtain of Vaporous Color	51-95	Monster Encounter
95-00	Ethereal Item	96-00	Ether Cyclone

Explanations of Encounters

Normal Encounter: These encounters occur when an ethereal traveler first crosses the curtain into the Border Ethereal. The encounter is as for the plane the Border is adjacent to. If the encountered monster can detect or affect individuals in the Ethereal plane, there is an encounter; otherwise the ethereal individual is ignored.

Monster Encounter: In the Deep Ethereal, the traveler encounters an ethereal creature, including natives, other travelers, or powers en route to another plane. In the Border Ethereal, the traveler may encounter an ethereal creature or may instead encounter a creature from the adjacent plane that can detect and attack ethereal individuals.

Ethereal Creatures

Name	Number	Book	Notes
Common Monsters			
Cerebral Parasite	3-12	MM	N
Deva, Monadic	1	MMII	V
Elemental, Standard			
Air Elemental	1	MM	S
Fire Elemental	1	MM	S
Water Elemental	1	MM	S
Earth Elemental	1	MM	S
Geniekind			
Dao	1	MMII	V
Djinn	1	MM	S,V
Efreit	1	MM	S,V
Jann	1-3	MMII	V
Marid	1	MMII	V
Human Traveler	*		*
Lammasu	1-4	MM	V
Nightmare	1-2	MM	V
Uncommon Monsters			
Azer	1-10	MMII	V
Basilisk	1-2	MM	E
Bat, Fire	1-2	MMII	V
Cockatrice	1-4	MM	E
Couatl	1-4	MM	V
Crysmal	1-2	MMII	V
Charonadaemon	1	MMII	C
Dracolisk	1	MMII	E
Ghost	1	MM	N
Groaning Spirit	1	MM	V
Grue, Elemental			
Chaggrin	1-3	MMII	V
Harginn	1-4	MMII	V
Ildriis	1-4	MMII	V
Vardlig	1-3	MMII	V
Human Party	-	MM	*
Invisible Stalker	1-3	MM	S
Ki-Rin	1	MM	V
Medusa	1-2	MM	E
Xag-ya	1	MM	V
Xag-yi	1	MM	V
Xorn	3-6	MM	V
Rare Monsters			
Aerial Servant	1	MM	S
Agathion	1	MMII	V
Baku	1-2	MMII	V
Catoblepas	1-3	MM	E
Demon, Type I or II	1-3	MM	V
Devils, Lesser	1-2	MM, MMII	V
Dragon, Shadow	1	MMII	V
Foo Dog	2-8	MMII	V
Grim	1	MMII	N
Hollyphant	1-3	MMII	V
Moon Dog	1-4	MMII	V
Nat, Einsaung	1	OA	V
Opinicus	1	MMII	V
Para-Elemental			
Ice	1-2	MMII	S,V
Smoke	1-2	MMII	S,V
Magma	1-2	MMII	S,V
Ooze	1-2	MMII	S,V

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Phantom	1	MMII	N
Planetar	1	MMII	V
Salamander	2-5	MMII	S,V
Shade	1-4	MMII	V
Shedu	1-2	MMII	V
Spider, Phase	1-6	MMII	N,V
Triton	1-4	MMII	S,V
Troll, Spirit	1-2	FF	N
Thought Eater	1-3	MM	N
Water Weird	1-2	MM	S,V
Wind Walker	2-5	MM	S,V
Worm, Tenebrous	1	MM	V
Wraith	1-4	MM	V
Xill	1-6	FF	N

Very Rare Monsters

Apparition	1	FF	N
Basilisk, Greater	1	MMII	E
Cat Lord	1	MMII	U
Demon, Unique	1	MM,MMII,FF	U
Demon, Other	1-2	MM,MMII	V
Devil, Greater	1	MM,MMII,FF	V
Devil, Unique	1	MM,MMII	U
Daemon, Other	1-2	FF,MMII	V
Daemon, Charon	1	MMII	C
Dragon Horse	1-2	MMII	V
Dragon, Bahamut	1	MM	U
Dragon, Tiamat	1	MM	U
Drelb	1	MMII	V
Eye of Fear/Flame	1	FF	V
Foo Lion	1-4	MMII	V
General of the			
Animal Kings	1	OA	U
Gorgimera	1	MMII	E
Intellect Devourer	1-2	MM	V
Khargra	1-6	FF	V
Lamasu, Greater	1-3	MMII	V
Lava Children	1-4	FF	V
Lich	1	MM	V
Magman	1-3	MMII	V
Mastiff, Shadow	1	MMII	V
Mihstu	1-4	MMII	V
Modron (Base)	1-4	MMII	V
Modron (Hierarch)	1	MMII	V
Nat, Hkum Yeng	1	OA	V
Oni, Me-zu	1-8	OA	V
Nereids	1-4	MMII	V
Phantom Stalker	1	FF	S,V
Phoenix	1	MMII	V
Prince of			
Elemental Evil	1	FF	U
Pyrolisk	1-3	MMII	E
Quasi-Elemental	1-4	MMII	S,V
Lightning			
Steam			
Radiance			
Mineral			
Vacuum			
Salt			
Ash			
Dust			
Sandling	1-2	MMII	V
Shedu, Greater	1	MMII	V

Shadow	2-5	MM	V
Shocker	1-2	FF	V
Solar	1	MMII	V
Spectre	1-4	MM	V
Terithran	1	FF	N
Thoquua	1	FF	V
Titan	1	MM	V
Time Elemental	1	MMII	V
Tween	1	MMII	N
Unique Power/Entity	1	—	X
Vision	1	MMII	N
Vortex	1	MMII	V

Explanations

Books:

MM: *Monster Manual*
 MMII: *Monster Manual II*
 FF: *FIEND FOLIO® tome*
 OA: *Oriental Adventures*

Notes

N: The creature is native to the Ethereal plane.

V: The creature is a free-willed visitor who may move into the Ethereal from the Prime, or (in the case of elementals) from its native plane into the Ethereal.

S: The creature is usually (90%) answering the summons of a Prime plane spellcaster, or returning from such a summons. It usually seeks to avoid contact, but in particular cases (say, a fire elemental that was summoned to generate steam for a mage's bath) it may attack the party.

E: The creature does not exist on the Ethereal plane, but its attack effects (petrification, death, etc.) do extend into the Border Ethereal. These creatures are only encountered in the Border Ethereal of the Prime Material plane.

C: Charon and the charonadaemons are free-willed visitors that can ferry travelers to the Astral and lower planes for a price. Note that their method of reaching these planes is to head for the nearest ether cyclone and steer through the rupture into the Astral. An erratic ride at best, but the charonadaemons and their master have never failed to make the trip. Parties may use the services of such creatures to reach other parts of the Ethereal, or the Prime Material and inner planes.

U: Unique creatures—Powers that have manifested themselves in the Ethereal. They should be encountered once and then removed from the encounter chart (replaced with another unique creature).

X: Other unique Power. This includes gods, demi-gods, and other powerful entities. They are usually visitors to the plane. The only deity-class power recorded in the *Legends and Lore Book* as being a native of the Ethereal plane is Ptah of the Egyptian mythos, though there may be others.

*: Human Encounters. There are two types of human encounters: single travelers and parties. A single traveler 95% of the time has some method of reaching that plane (spell, magical item, or psionic ability); the other 5% are lost souls who are stranded in the plane and are seeking escape. Parties include a cleric of at least 9th level (able to cast a *plane shift*) and 1d6 companions. Determine the type of travelers from the following chart:

ETHEREAL (Encounters)

Human Subtable:

Class	Subclass	Character Type	Level
Die Roll	Die Roll		
1-25	1-60	FIGHTER	8-17
	81-90	Ranger	7-16
	91-92	Barbarian	10-17
	93-95	Cavalier	8-17
	96-00	Paladin	7-16
26-60	1-75	CLERIC	9-18
	76-00	Druid	9-18
61-90	1-90	MAGIC-USER	11-22
	91-00	Illusionist	10-19
91-99	1-90	THIEF	9-18
	91-99	Thief-Acrobat	9-16
	00	Assassin	10-15
00		OTHER (DM'S Choice)	
		Monk	8-17
		Bard	11-18
		(7-8 F, 6-9 Th)	

The travelers should have abilities and levels as determined by the *party magical items* section on page 175 of the *Dungeon Master's Guide*. Single travelers encountering powerful parties may be given 1d6 additional levels and are usually well-versed in the behavior of magic and combat in this plane.

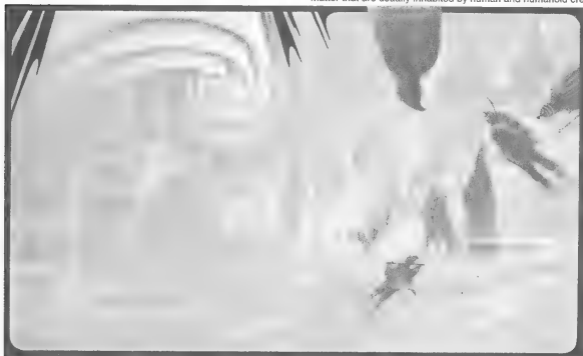
Sample Encounter Charts

D6 +		
D12 Roll	Deep Ethereal	Border Ethereal
2	Shocker (1-2)	Sandling (1-2)
3	Titan (1)	Pyrolisk (1-3)
4	Khargra (1-6)	Apparition (1)
5	Aerial Servant (1)	Catoblepas (1-3)
6	Moon Dog (1-4)	Grim (1)
7	Human Party	Xorn (3-6)
8	Invisible Stalker (1-3)	Basilisk (1-2)
9	Monadic Deva (1)	Cerebral Parasite (3-12)
10	Human Traveler	Human Traveler
11	Elemental (1)	Djinn or Efreet (1)
12	Lammasu (1)	Human Traveler
13	Nightmare (1-2)	Lammasu (1)
14	Couatl (1-4)	Cockatrice (1-4)
15	Elemental Grue (1-3)	Medusa (1-2)
16	Para-Elemental (1-2)	Spider, Phase (1-6)
17	Troll, Spirit (1-2)	Salamander (2-5)
18	Shedu (1)	Hollyphant (1-3)
19	Time Elemental (1)	Basilisk, Greater (1)
20	Unique Being	Unique Being

Ethereal Item: These represent small bits of semipermanent matter lost in the maze of the Ethereal plane:

- Supply caches for long trips through the Ethereal. These supply caches contain food and water for 100 days (true time). Most supply caches also bear the rune of the individual who put them there. Some are guarded.

- Waystation for individuals. These are larger groupings of matter that are usually inhabited by human and humanoid crea-



tures. Such waystations may function as do taverns in the Prime Material plane, information services (with 10-60% veracity), or guardposts for nearby curtains.

- Someone's magic chest, placed there by a *Leomund's secret chest* spell. The chest bears the rune of the one it belongs to. It may be trapped and may have magical guards.

- An impassible wall—placed there by the *vanish* spell.
- A being that has been transformed into ethereal stone (this is the most common ethereal item found in the Border Ethereal). Types of beings depend on the nature of the nearby plane.

- A body (another common item found in the Border Ethereal); again, types depend on the bordering planes.

There may be special ethereal items that a DM chooses to locate in the Ethereal, such as an "ethereal plane cruiser" with extradimensional pirates, a humanoid planetoid, or a large cavern-like area filled with the secret chests of a magician's academy, guarded by an apparition. Legends speak of a plane far beyond known routes, the home of all the extra-dimensional creatures that we believe to be *bags of holding* and *bags of devouring*.

Ether Cyclone: The ether cyclone is one of the most powerful forces in the Ethereal plane—a sinuous, serpentine column that spins through the plane, casting all loose material (such as travelers) aside as it goes. The effect on ethereal matter is to distort the ethereal forms, uproot them, and carry the debris for leagues before depositing it, often within the confines of a *curtain of vaporous color*.

Ether cyclones come up abruptly. Fifty percent of the time travelers receive 1d6 rounds of warning; the other 50% of the time they get no warning at all. The warning sign of an ether cyclone is a deep hum in the ethereal matter underneath, as portions are ripped away by the approaching storm. If the traveler cannot reach a safe haven, such as another plane, demi-plane, the Border Ethereal, or a *curtain*, he suffers the effects of the storm.

Those caught in an ether cyclone may suffer the following effects. Roll for each group caught in the cyclone.

Ether Cyclone Effects Table

D20 Roll	Effect
1-10	Flow of the ether disrupted. Add four hours (one additional encounter check) to the travel time.
11-15	Party is blown through a <i>curtain</i> into the Border Ethereal of a random plane or demi-plane. Make the usual encounter check for crossing a curtain. The journey must begin again.
16-18	Party is blown through a <i>curtain</i> into the Border Ethereal of a random plane farther from the original destination. Check for encounter as if crossing a curtain. The journey must begin again, with 5d12 days added to the total time.
19-20	The lowest level member of the party must make a saving throw vs. spell. If successful, the party is blown far from their tracks to an unexplored section of the Ethereal plane. Add 10d12 days to the time to reach any other plane or destination. If the saving throw fails, the entire party is blown into the Astral plane. (This would be as for <i>plane shift</i> and does not require a silver cord).

If characters are blown through a curtain into the Border Ethereal of the Prime or a hospitable demi-plane (one that supports the party's continued existence without further spells), each member of the party must make a saving throw vs. spell. Success

indicates the individual remains in the Border Ethereal. Failure indicates the individual has been flung back into the Prime plane or demi-plane and is no longer ethereal or invisible. Travelers blown through a curtain into one of the inner planes or an inhospitable demi-plane stop in the Border Ethereal and are not transported into the plane. In some cases, such as in the demi-plane of Time, the Border Ethereal is dangerous in its own right.

Combat in the Ethereal Plane

Combat in the Ethereal plane is dictated by the fact that everything is made of almost equally-dense ethereal matter. An ethereal sword's edge means little in damaging an ethereal body, while ethereal armor provides little protection as well. Living bodies are surrounded by energy auras that prevent their dissolution or dismemberment. In addition, it is possible to attack from above and below as well as from the sides.

In the Ethereal, normal weapons inflict no base damage on other Ethereal creatures. Normal weapons include the following:

- Nonmagical weapons
- Magical weapons that are no longer magical
- Weapons of silver, iron, or other nonstandard Prime plane materials

The base damage is the standard amount of damage for a weapon (such as 1d6 for a short sword). Normal weapons in the Ethereal plane inflict 0 points of base damage, but the wielder adds his bonuses from Strength damage, his Dexterity "to hit," and his weapon specialization or weapon of choice. This is because though the materials of weapon and target are similar, the power and skill of the wielder is important. This limitation applies equally to thrusting, cutting, and blunt weapons.

For example, a thief with a Dexterity of 18 and a Strength of 15 is sent by a *curse* deep into the Ethereal plane, carrying only his nonmagical sword. He quickly finds himself locked in combat with a tetrarch. His weapon inflicts 0 base damage, with no bonus for his Strength, but a +3 for Dexterity. Thus he causes a set 3 points per round in combat if his attack roll is successful.

Magical weapons inflict their normal damage in the Ethereal plane. This category includes the following:

- Weapons that retain at least a +1 enchantment in the Ethereal plane
- Weapons that are living creatures, or the natural armament of living creatures (fists, claws, spikes, breath weapons). (Natural weaponry inflicts this extra damage because of the aura that surrounds living beings.)
- Weapons that have had *Nystul's magic aura* cast upon them while in the Ethereal plane (the best place to do this is in the Border Ethereal, as the duration is then extended by a factor of 10 in the Deep Ethereal).
- Weapons that are made with material coming from the inner planes (a bottle of elemental Fire, or a club of elemental Earth).

Pluses are retained for Strength and Dexterity. Our thief, should he decide to punch his opponent, inflicts 1-2 points +3 (Dex bonus) per round.

The fact that the weapons are usually the same density as their surroundings affects missile fire as well. Normal missiles, including ordinary missiles shot from magical bows or crossbows, have only short range. Beyond this point, the missile slowly comes to a halt and hangs in the swirling ethereal fogs. Magical weapons have their full range, but see the limitations under vision to deter-

ETHEREAL (Magic)

mine maximum range.

Poison does not harm an ethereal individual as long as he is in the Deep Ethereal plane, as the elongation of subjective time allows the body to deal with all but the most potent forms, though the poison remains in the body. A character who is poisoned must still make a saving throw, but if this is failed he does not perish until he passes into the Border Ethereal of another plane. If the target receives a *neutralize poison* before entering a *curtain of vaporous color*, then the poison's effects are negated.

Fire, cold, and other magical energies can damage the ethereal body, provided they are ethereal themselves. Acids, oils, and holy/unholy water are similarly effective.

Armor is affected in a manner similar to weapons. Normal armor is ignored, so that a character in nonmagical full plate, or field plate +1 would have an AC of 10. Dexterity bonuses apply for reducing AC; in the case of unarmored (AC 10) individuals, the damage bonus due to Strength reduces Armor Class as well.

For example, the thief mentioned earlier is wearing normal leather armor (AC 8) and gains a +4 bonus from his Dexterity, so he has an AC of 4 in the Prime. In the Ethereal, the leather provides no benefit (AC 10) but he has the benefit of the +4 Dexterity bonus for an AC of 6. If the thief had a Strength of 17, a +1 Strength bonus would also be applied to the AC (for a total AC of 5). He would not gain this Strength benefit if his armor was *leather* +2, which would be *leather* +1 in the Ethereal.

Combat tactics are affected by the Ethereal in that opponents can be overheard and below as well as alongside. In addition to front, flank, and rear attacks, a combatant may be attacked from above and below as well.

Attacks from above negate shield bonuses, but the target is considered shielded if wearing a magical helm.

Attacks from below are considered attacks from rear for all purposes, including thief *backstabbing* abilities.

A target of size S can be attacked by a maximum of eight other size S creatures, six size M, or three size L. A target of Size M can be attacked by a maximum of 12 size S creatures, eight size M, or six size L. A target of Size L can be attacked by a maximum of 18 size S creatures, 12 size M, or eight size L creatures at one time. This assumes that there is sufficient space around the target for all attackers to fight (the target is surrounded).

Nets, mantraps, and other restraining devices only function in restraining an opponent if they are magical in nature, by the definition of magical weapons above.

Finally, normal healing does occur on the Ethereal plane, but at the subjective rate of 10 times slower than on the Prime plane. Injured individuals can rely on necromantic means for regaining lost hit points, or they can retreat to an area of the Border Ethereal (or the plane beyond that border) for healing.

Magic in the Ethereal Plane

Spell-casting in the Ethereal Plane

The Ethereal plane places no general restrictions on spell casting other than making it hard to see the target (see page 13). If a spellcaster has etherealized versions of the required spell components, he should have no difficulty in casting spells.

All spells that create restraining devices, such as *web* and *wall of iron* can be passed through by an opponent moving the ethereal matter out of the way. Those that inflict damage, such as *blade barrier* or *wall of fire*, still harm the traveler.

Recovery of clerical and magical spells is discussed under the

appropriate headings for those character classes (page 20).

Spells are limited or increased in effect as noted below:

Abjurations

Abjurations are the most severely limited spells in the Ethereal plane because of the viscous nature of the plane itself. Only the most basic spells in this category function.

- Clerical and druidical abjuration spells of 4th level and above do not function.
- Magic-user and illusionist spells of 5th level and above do not function.

Examples:

- A magic-user can cast a *protection from evil*, 10' radius, (a 3rd-level magical spell), but a cleric cannot. This spell would protect those around the mage from summoned and conjured creatures, though creatures that are native to the Ethereal plane are considered neither for purposes of this spell.
- The *astral* spell does not function in the Ethereal plane, as there is no access to the Astral (except through an ether cyclone).
- Spells such as *control weather* and *control winds* can be used on the ether cyclone, provided that they are cast before the ether cyclone reaches the spell caster. No spell casting can be done in the ether cyclone.
- The *vanish* spell does not function while the caster is in the Ethereal plane (it sends the target to its present location in the Ethereal).
- One spell of this group violates the general rule that spells in the Ethereal plane cannot affect beings not in the Ethereal. That important exception is *gaze reflection*, which can affect those creatures whose perceptions reach into the Ethereal plane.

Conjurations/Summonings

All classes can use their conjuration spells with the following limitation.

- The conjuration cannot summon an entity from the Prime Material, outer, or Astral planes.

Examples:

- The clerical spells *dust devil* and *aerial servant* function normally, as they summon creatures from the elemental plane of Air, one of the permitted adjacent planes.
- The druidic spell *animal summoning* does not function, as it summons creatures from the Prime Material plane. Similarly, the illusionist *conjure animals* does not function because there are no such creatures native to the Ethereal or the other permitted planes.
- Spells that call upon or summon great powers, such as *limited wish*, *wish*, *alter reality*, and *gate*, work only if the Power called upon is a native to one of the permitted planes.
- The magic-user's *monster summoning* spells (I-VII) function only if the DM has a sufficient number of such monsters catalogued by level (such as in a dungeon setting in the Ethereal).

Special Cases:

- The *Leomund's secret chest* spell functions in the Ethereal, but it places the chest in question in a different part of the Ethereal from the caster's initial location.
- The *enchant an item* spell also works in this plane, but the time requirements are for subjective time (i.e., 10 times longer than in the Prime plane). Such enchantments are therefore possi-

ble, but involve considerable time and thus more risk that something will disrupt the process.

- The druidic *summon weather* functions in the Ethereal. However, the only possible weather change is to summon an *ether cyclone*, which affects all in the area.

Divinations

Divination spells are the only group of spells that function differently in the Deep Ethereal and the Border Ethereal. These spells do not function against ethereal targets, but divination spells can be cast while within the Border Ethereal against targets in the plane adjoining that border. The results are seen only by the caster.

Examples:

- A *detect magic* fails to detect any magic if cast in the Ethereal plane on an ethereal target. It performs normally if cast from the Border Ethereal on a target in the adjacent plane, but only the caster sees whether the item is magical or not.
- A caster in the Prime plane can detect an ethereal observer by a *detect magic* if the traveler was traveling by magical (not psionic) means.

Special Cases:

- The spells *contact other plane* and *commune with nature* function everywhere in the Ethereal plane.
- The spell *commune* works only if the Power being contacted is native to the Ethereal or, if cast while in the Border Ethereal, is native to the plane the caster is adjacent to.

Enchantments/Charms

All enchantment/charm spells perform normally if there is a suitable medium to enchant.

Examples:

- The *spike stones* spell functions normally if the cleric has an amount of ethereal stone to work with.
- If a druid encounters an animal in the Ethereal, he can cast an *animal friendship* spell on it.

Special Cases:

- The clerical *golem* spell works, but the time required for conjuration is in subjective time (thus it takes 10 times longer than in the Prime plane).
- Creatures tire at a slower rate, so the *sleep* spell, though it still functions, places affected creatures under its enchanted slumber for only 1d6 rounds (less if awakened).
- The *sink* spell performs normally, but a victim sunk in ethereal ground can be easily recovered, even though still under the effects of the *temporal stasis* of the spell.

Evocations/Invocations

All such spells function with the following limitations:

- Clerical and druidical invocations only work if the deity is reachable from the Ethereal plane (i.e., is on one of the inner, demi-, or Prime Material planes).
- Materials created by evocations are made of ethereal matter and have the properties of that matter.

Examples:

- The clerical *spiritual hammer* functions only if the cleric's deity is on an inner plane, Prime plane, or demi-plane or is a native of the Ethereal plane (only Ptah makes the Ethereal his home).
- A *web*, *wall of stone*, *wall of iron*, or *wall of force* spell forms its structure out of ethereal matter, which a foe can move through by merely willing the material to part. A foe can similarly move through a *conjured wall of fire*, but suffers damage as per the spell. The *Bigby's hand* spells cannot stop an opponent, but those that normally inflict damage still do so in the Ethereal.
- Instantaneous forces, such as a *fireball* or *lightning bolt*, inflict normal damage.
- A *cloudkill* spell creates an ethereal cloud of poisonous gas. Those travelers failing their saving throw suffer as if poisoned (see *Time*, page 12, for metabolic effects).

Special Cases:

- The *shield* spell strengthens the bodily aura, and thus functions normally in the Ethereal plane.
- The *astral* spell does not work in the Ethereal, as the two planes have no normal connections.
- The *dig* spell excavates the usual area of ethereal matter, but those caught in it, or at its edges, do not fall into the hole—they are supported by the ethereal air taking its place.

Illusions/Phantasms

Illusionary spells use a bit of the Ethereal plane itself, bending it to the will of the caster. For this reason, items created by illusion/phantasm spells function normally, but do not disappear when the spell lapses, concentration ends, or the illusion is touched. Rather the illusion gradually loses its sharp edges and mobility and joins the landscape of the Ethereal Plane. It remains thus, radiating a dim magical aura (undetected), until dispelled. Illusion/phantasm spells cast on living objects function as they do in the Prime plane.

Examples:

- An illusionist creates a *phantasmal force* of a large ethereal dreadnought (see the cover of the book). When the illusionist stops concentrating, the figure stops in place and slowly fades and weathers like stone exposed to the elements.
- An *audible glamer* spell continues to exist after its spell duration has elapsed, though it becomes softer and softer until it is inaudible.
- An *invisibility* spell cast on a traveler (or a *change self* or *fear*) functions normally.

Necromantics

Casting the various curative and harmful spells is not hampered in the Ethereal plane, but any time-based effects (such as a period required to rest) proceed at subjective time. This means that, as a general rule, all times required are extended by a factor of 10. This extension applies even if the individual is brought out of the Ethereal into a plane where the effects of time occur more rapidly.

Examples:

- The *cure light wounds* spell is unaffected by the above rule, as it requires no time for rest. It heals 1d8 points of damage with each casting.

ETHEREAL (Player Characters)

- A *raise dead* spell can be cast in the Ethereal, but a *raised* character must rest 10 days for every day he was dead. Likewise, the *resurrection* spell also functions in this plane, but the casting cleric cannot perform other actions for 10 days for each level of person resurrected.

- The *clone* spell works in the Ethereal plane, but the growth time is measured in subjective time—20d4 subjective months to grow.

Combination Spells

These are limited by both their classes. A *prismatic sphere* spell cannot be cast because of the restrictions on abjuration spells, for example.

Magical Items

Magical items from the Prime plane operate under the following restrictions:

- Weapons are reduced by one plus to the attack and damage rolls. A *long sword* +2, +3 *against reptiles* becomes a *long sword* +1, +2 *against reptiles*. Exceptions are those weapons with pluses against specific Ethereal or ethereal-affecting creatures (such as an *arrow of gorgon-slaying*). The bonuses and abilities of these weapons remain unimpaired.

- Magical armor and protection devices are similarly reduced by one plus for Armor Class and saving throw bonuses.

- Magical items that duplicate specific types of spells operate under the same restrictions as those spells. In particular, scrolls that provide protection from other creatures are useless in the Ethereal, as this magic is overwhelmed.

- Magical items that reach into extradimensional space function normally.

- Magical items and devices that call on powers more than one plane removed from the Ethereal plane do not function in the Ethereal.

Player Characters

Magic-Users and Illusionists

See *Magic in the Ethereal Plane* (page 18). Magic-users and illusionists regain spells in the Ethereal by resting the required time and studying, as long as they brought their spell books along with them. Since this subjective time is 10 times the true time involved, most spellcasters retreat to a plane in which regaining spells goes faster.

Clerics and Druids

See *Magic in the Ethereal Plane* (page 18). For other abilities:

- Clerics and druids regain their normal complement of spells provided that the deity the cleric or druid worships makes his home in the Ethereal or one of the adjacent planes (Prime Material, Inner plane, or demi-plane). If the deity is farther away, the cleric or druid can only receive 1st- and 2d-level spells. Time required is as for magic-users.

- Clerics can *turn undead* in the Ethereal as usual. They cannot *turn undead* in the planes adjoining the Border Ethereal, even if the creatures can perceive the cleric. Should such creatures enter the Border Ethereal, the cleric can *turn* them normally. Undead that are *turned* flee out of sight.

- Druidic abilities are unhampered, though it should be noted that there are no native plant or animal types in the Ethereal.

- High-level druids (hierophants) gain the ability to move to and between the inner planes without passing through the Ethereal. They can conjure elementals in the Ethereal.

Thieves

Thieves retain all their thieving abilities, with the following notes:

- The ability to climb sheer surfaces has little effect in the Ethereal plane.

- The Ethereal with its fogs and shadows works very well for the thief. Add +20% for *hide in shadows* and *move silently*.

Fighters

All fighter abilities function.

Rangers

- Rangers lose their advantage on being surprised in the Ethereal, but retain their 3 in 6 chance to surprise others.

- The shifting nature of the Ethereal plane is such that all but the smallest traces are eliminated soon after passage. There is a -50% modifier to tracking attempts.

- Rangers who are of sufficient level to learn druidic spells may do so with the limitations on druids above.

Barbarians

The Ethereal plane is not a familiar place to the barbarian for purposes of using his wilderness-borne skills. The Ethereal is close enough to magic for barbarians of low levels to shun it, and those of 6th level or higher avail themselves of the Ethereal only in the most dire of needs.

Cavaliers

Cavalier abilities function normally. Note that a knight wishing to bring his mount into the Ethereal has to train such a creature by introducing it gradually to the Ethereal realms from birth. This training is not normally done, even in the best horse-raising areas.

Paladins

Paladins operate under the following limitations:

- They cannot *detect evil* in the Ethereal plane. From the Border Ethereal they can *detect evil* creatures in the adjoining plane. Likewise they can *detect evil* ethereal creatures from the adjoining plane.

- Their healing abilities and invulnerabilities still function.

- They no longer emanate a *protection from evil*, 10' radius.
- If they wield a holy sword, they cannot *dispel magic* while in the Ethereal plane.

- They can *turn undead* and learn spells (when of sufficient levels) as a cleric.

- The paladin's mount is unperturbed by the Ethereal plane, if there is a way to bring the animal into that plane (say, three vials of oil of ethereality, or some barding of ethereality).

Monks

- In the Ethereal, monks receive the Strength and Dexterity bonuses for Armor Class. This is an exception to the limitations

placed on the monk in the Prime.

- Add 1/2 point of damage per level in combat even if the weapon employed inflicts no base damage.
- They still stun man-sized opponents and gains saving throw benefits.
- Thieving abilities are affected as for thieves.
- Ability to break a fall is unnecessary, as falls do not occur.
- All other monk special abilities are unaffected in the Ethereal plane.
- A monk's chance of surprise is the same as in the Prime.

Demi-Planes in the Ethereal

Large globs of proto-matter swirl about in the Ethereal, gathering other proto-matter, until a critical size is reached. At that time, the matter begins to pull away from the plane, growing its own Border Ethereal around it. This mass of proto-matter becomes a demi-plane.

Demi-planes are planes still in the formation process. They do not have a set place in the cosmography of the planes. They are not inner planes, though they exhibit some of those tendencies. Nor are they small Prime planes, although some are not hostile to Prime Material life. Some demi-planes fall in on themselves and break up, others merge with an inner plane or Prime Material plane. When they merge with other planes, they immediately become part of the larger planes and are subject to all the laws that govern those planes. Sages say that if a demi-plane grew large enough, it could envelope a large portion of the Prime, or separate to form its own universe. Rounding up evidence to support this supposition is hampered by a lack of permanence in the ethereal medium.

Each demi-plane operates on its own rules; gravity, vision, material make-up, and inhabitants all vary. Regular rules for spell effects may exist, but no one has figured them out as of this time. (Most spells have not yet been tried on these new planes.) The only guarantee is that each demi-plane is a finite area where rules break down.

There are four named demi-planes. Three of these have been visited in known history; the fourth may be only a legend.

The Demi-Plane of Shadow is the largest of these planes, and is constructed of equal parts of the Positive and Negative material planes. It is a murky realm filled with shadow monsters, some of which have earthly incarnations (see shadow dragons in *Monster Manual II*). Illusionists make use of this plane when they engage in the shadow walk spell. It is possible that natural ducts could be opened up in the shadows of the Prime Material plane. The curtain surrounding this demi-plane is silver.

The Demi-Plane of Time is almost as large as the demi-plane of Shadow, though its terrain has yet to be mapped. It is hostile to life, and its temporal manipulations extend into its Border Ethereal, such that some of those who return are hideously old or 1d10 years younger than when they entered (with the appropriate changes in appearance, knowledge, and abilities). The natives are inaccurately known as time elementals (a misnomer since they are not natives of the inner planes). They are described in *Monster Manual II*. The curtain surrounding the demi-plane of time is translucent with shadowy shapes visible beyond.

The Demi-Plane of Electro-Magnetism is also called the Electro-Magnetic plane. This plane is dying as its substance is slowly sucked into the quasi-elemental plane of Lightning. Most of the laws of the plane of Lightning are followed in this demi-plane. Scholars believe it is a matter of eons, even centuries, before it is completely absorbed. The only known natives of this plane are the shockers (*FIEND FOLIO*[®] tome). The curtain surrounding the demi-plane of Electro-Magnetism is copper colored.

The Demi-Plane of Imprisonment is only hinted at in the legends of those who are themselves legends. Legend says that a dark and chaotic force, evil beyond the pits of the Nine Hells, once dominated this region of the dimensions. The forebears of the beings known as the Great Powers of all alignments defeated this creature and its servants and sent them in huge hunks of matter spiraling into the Negative Material plane. But the destruction was not complete, and legend says that far beyond the realms traveled by sentient beings, there are large demi-planes still ruled by the irreparably evil creatures. The color of this plane's curtain is unrecorded—travelers are strongly cautioned against investigating vaporous curtains that do not match known colors.



THE INNER PLANES

The inner planes, also called the elemental planes, are planes consisting primarily of one type of matter. The inner planes consist of six major planes and 12 minor planes, arranged on a sphere as shown on page 23. The Prime Material planes and Ethereal plane are located inside that sphere.

The following are the six major elemental planes:

- The plane of elemental Fire
- The plane of elemental Earth
- The plane of elemental Air
- The plane of elemental Water
- The plane of Positive Energy (Positive Material plane)
- The plane of Negative Energy (Negative Material plane)

The twelve minor planes are divided into two types: The para-elemental planes, which exist between the four elemental planes, and the quasi-elemental planes, which exist between the elemental and Positive or Negative Material planes. The para-elemental planes and quasi-elemental planes are as follows:

- The plane of para-elemental Smoke between the planes of Fire and Air
- The plane of para-elemental Ice between the planes of Air and Water
- The plane of para-elemental Ooze between the planes of Water and Earth
- The plane of para-elemental Magma between the planes of Earth and Fire
- The plane of quasi-elemental Lightning between the planes of Positive Energy and Air
- The plane of quasi-elemental Steam between the planes of Positive Energy and Water
- The plane of quasi-elemental Radiance between the planes of Positive Energy and Fire
- The plane of quasi-elemental Minerals between the planes of Positive Energy and Earth
- The plane of quasi-elemental Vacuum between the planes of Negative Energy and Air
- The plane of quasi-elemental Salt between the planes of Negative Energy and Water
- The plane of quasi-elemental Ash between the planes of Negative Energy and Fire
- The plane of quasi-elemental Dust between the planes of Negative Energy and Earth

Each elemental plane has a solid core of its elemental type—for example, pure rock in the case of elemental Earth. Each also contains islands of other elemental material that allow a wide variety of creatures to survive in that plane.

These elemental, para-elemental, quasi-elemental and Positive and Negative Material planes share a Inborn hostility to life forms not from the inner planes, and to life from the Prime Material plane in particular. Travelers are therefore warned to wander here only if they possess specific protection, or, lacking that protection, remain in the Border Ethereal of these planes.

Reaching the Inner Planes

The inner planes can be reached in three ways—via the Ethereal plane, other inner planes, and elemental vortices. Reaching a particular plane from the Ethereal plane is covered in the section on the Ethereal (enter the Border Ethereal of the Prime Material plane, pass through the Deep Ethereal to the curtain of the proper color, then pass into the Border Ethereal of the desired inner plane).

An important point for characters who travel through the inner planes while ethereal (i.e., who travel through the Border Ethereals of the inner planes): Natives of these planes can see into the Ethereal from their home plane. They can also attack ethereal beings and enter the Ethereal from their home planes (only). An earth elemental in the plane of elemental Earth that sees an ethereal traveler can attack that traveler and then pursue the fleeing traveler into the Ethereal plane. Such a creature could not follow the traveler into the Prime Material plane, nor into any non-adjacent quasi- or para-elemental plane.

An inner plane can be reached from another inner plane merely by traveling through the para- or quasi-elemental border between the planes and crossing over into the new plane. Check under *Movement* on page 24.

Finally, vortices can be opened directly between the Prime Material and the elemental planes. These vortices may be free-standing or temporary.

A free-standing vortex exists in situations where a high density of elemental material exists in a concentrated mass. Such free-standing elemental vortices link only with the major elemental planes, not their attendant quasi- and para-neighbors. Some free-standing gates:

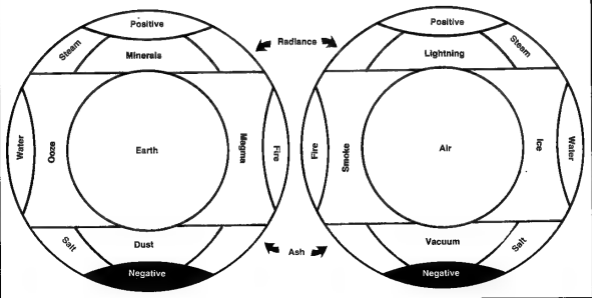
- A vortex to elemental fire in the heart of a volcano
- A vortex to elemental earth at the center of a mountain chain
- A vortex to elemental water at the bottom of a sea
- A vortex to elemental air in the eye of a hurricane or typhoon

At these vortices matter and individuals can move freely from one plane to another without harm. When the phenomenon that created them ceases (the typhoon expends itself, the volcano cools, etc.), the vortex disappears.

Vortices to the Positive and Negative Material planes are possible but none have been discovered thus far. A vortex to the Positive Material plane would result in a massive surge of energy, such as that of a star, while a vortex to the Negative Material plane would suck in all surrounding substances. The dangers of such vortices preclude their existence in inhabited areas save under tight controls, probably under the eyes of Great Powers. These dangers also indicate why these types of vortices have not yet been discovered. (Theories abound that the Void card of the *deck of many things* transports the luckless individual into the Negative Material plane. Whether this is true is as yet unclear [and best left to the DM's judgment].)

Temporary vortices or gates can be forged by such spells as *plane shift* or by the powers of hierophant druids. In both cases, the gate so opened does not cause matter to flow from one plane

The Inner Planes as Viewed from the Earth and Air "Poles"



to another

Hierophants of sufficient level are treated as natives of the inner plane they enter, while other travelers suffer the inimicable effects of the plane.

Survival in the Inner Planes

Each of the inner planes has its own special hazards; the dangers they share in common are noted below

Breathing: With the exception of the plane of elemental Air, normal breathing is impossible in the Inner planes. Unless the traveler has some extraordinary means of breathing, or reduces the elemental material to a breathable state (*airy water* or similar spell), he suffocates or drowns in 2d4 rounds. (Alternatively, the rules for holding breath from the *Dungeonmaster's Survival Guide* can be used.)

Time: Unlike the situation in the Ethereal and Astral planes, subjective time in the inner planes passes more rapidly than true time. One true day here equals two subjective days. The traveler from the Prime becomes tired twice as quickly, but can rest and learn spells twice in one elemental day. Similarly, healing and other time-based effects such as spell research are faster as well.

Gravity: The gravity in the inner planes differs for each being. There is no up or down save that created in the minds of individuals—local gravity in the inner planes is determined by the intelligent beings in that area.

Any sentient being can determine which way is "up" for him ("down" is in the opposite direction). If the traveler does not decide upon a direction for gravity, he is weightless. If the traveler chooses a "down" direction in which there is not sufficient mass to support him (such as on the plane of elemental Air), he falls at

1,000 feet per round. The traveler can change the direction of the fall by changing the "down" direction. He can slow himself by reversing the "down" direction. To stop, the traveler must reverse gravity for one round, then negate gravity (by deciding there is no "down" direction)

It is important to remember that a traveler has momentum in whatever direction he is traveling. Even if he turns off gravity, he still keeps traveling with the same velocity (same speed and direction) until he reverses the prior direction of gravity

A warning is in order for travelers using this method of movement: If the traveler strikes a solid object while falling, he takes damage as if he fell onto that object (1d6 points of damage per 10 feet, 20d6 maximum).

For example, imagine that a traveler is zipping through the plane of elemental Air (at 1,000 feet per round), when suddenly the clouds in the direction of travel part to reveal a large chunk of elemental earth directly ahead and about 990 feet away. The cool-headed traveler quickly reverses his "down" direction and as a result hits the earth as if he fell from only 10 feet as opposed to 1,000 (he wasn't far enough away to entirely lose his downward momentum—if he had been exactly 1,000 feet away, he would have touched down as gently as a feather). If the earth is only 300 feet away when he sees it, the traveler hits it as if he had fallen 700 feet.

If the obstruction is small, the traveler can set the "down" direction at an angle to his present direction of travel and swerve to evade the object.

A traveler who is knocked out or sleeping while moving retains his motion, but cannot change it until he becomes conscious again. Another being can come along, grab the traveler, and change his motion.

Gravity in the inner planes affects only sentient creatures. An

INNER PLANES (Survival)

inanimate object does not move unless it is in contact with a sentient being. A quarrel from a crossbow stops when it leaves the touch of its firer. A thrown object retains its energy and momentum, however, so someone touching a thrown axe hanging in the plane of elemental Fire receives damage if he is in the direction it was thrown toward (see *Combat in the Inner Planes*, page 26).

A sentient being can move material up to 10 times its mass. Thus a traveler can sit on small pockets of earth and zoom around on the plane of Air, but he cannot move entire mountains because they are too massive.

These effects do not extend beyond 30 feet from the sentient being, so that a lasso, rope, or normal arrow attached to a cable flies for 30 feet, then stops (but it retains its momentum and will damage anyone who touches it).

A being who is confused (and therefore does not know which way is up) falls in the direction he was last going and suffers standard falling damage if he hits an object. Each round of falling the individual should make a saving throw vs. spell to regain his bearings. A falling individual who regains his bearings ceases to fall instantly without any further damage.

Direction: The standard ideas of north, south, east, and west are irrelevant in the elemental planes. Likewise, the concepts of toward and away do not exist. There is no way for mortals to easily find their way across the inner planes. Locating a particular place or the connection to another plane is impossible without elemental aid (see *Movement*, this page).

Food and Drink: The traveler's body hungers and thirsts twice as fast as in the Prime. Unless food and water are carried by the individual, he is subject to the malefic effects of the plane. On some planes, such as elemental Water, thirst is not a problem, while on other planes, such as that of elemental Fire, keeping water is difficult at best. See the listings of special hazards for each plane.

Vision and Senses: The ability to detect objects varies from plane to plane, with Air being the best medium for sighting other objects and Earth the worst. The maximum sighting ranges are as follows:

Air: Twice normal for both normal sight and infravision

Water: Maximum of 120'; infravision is limited to 10'

Fire: Maximum of 120'; infravision functions normally for detecting nonnate items only (they stand out as cool spots against a hotter background, unless blocked by intervening heat sources).

Earth: Traveler is blind—vision is reduced to areas where there are pockets of other elements. Detection devices and spells that see through stone (such as a *ring of x-ray vision*) enable normal sight.

Positive Material: Limited to 10 feet because of the brilliant nature of the plane

Negative Material: Limited to 10 feet because all radiation is sucked up by this plane

A para-elemental plane limits sight as does the more restrictive of the two elemental planes it lies between; para-elemental Smoke is limited as Fire, Ice as Water, and Ooze and Magma as Earth.

A quasi-elemental plane limits vision as does the elemental plane it adjoins; Lightning and Vacuum are treated as Air, Steam and Salt as Water, Radiance and Ash as Fire, and Minerals and Dust as Earth.

Ultravision, the vision that comes from reflected ultraviolet radiation, does not function in the inner planes.

Movement in the Inner Planes

Movement is both relatively easy and devilishly difficult in the inner planes. A traveler can walk, fly, or pass through stone (depending on the plane he is in). However, the inner planes are infinitely large, so that it is physically impossible for a traveler to walk (or swim or fly) from one side of the plane of elemental Water to the other unaided. The ever-changing nature of these planes can reduce a simple jaunt between outposts or citadels into a journey that takes years.

An unaided traveler moves at his normal rate. At the end of every turn, the DM should make a random roll to determine the direction the character is moving. If a character is in sight of an objective (such as a large brass city towering among the flames), then the traveler successfully heads for that objective. Otherwise the traveler sets off in a random direction, and might, after traveling another turn, find himself back where he started. (Passing into the Ethereal plane and following the curtain has similar effects).

The key word above is "unaided." Natives of the inner planes move about those planes much in the same manner as natives of the Prime Material plane move through the Ethereal—by concentrating on their destination, they know exactly how to get there. The traveler intent on getting anywhere in the inner planes requires the aid of an elemental guide. Any creature native to that plane or the adjacent para- or quasi-planes can serve as this guide. The traveler then simply follows the elemental guide to the agreed-upon destination, with travel time similar to that for travel through the Ethereal plane:

Border with another inner plane: 10-100 Hours

Specific location within the plane: 100-1,000 Hours

A journey across several planes may require the changing of guides as the traveler enters planes that are not friendly to the original guide.

Example. A traveler wishes to reach a wizard's dwelling on the plane of elemental Water from the plane of elemental Fire, but cannot use the Ethereal plane. The journey (utilizing elemental guides) goes as follows:

From start to the plane of Magma: 10-100 hours

From the plane of Magma to the plane of Earth: 10-100 hours

From the plane of Earth to the plane of Ooze: 10-100 hours

From the plane of Ooze to the plane of Water: 10-100 hours

From the plane of Water to the dwelling in the plane of Water: 100-1,000 hours

The trip takes up to 58 days, during which time an unguided traveler would not even be able to find his way out of the plane of Fire.

An elemental guide can be located in a number of ways. The traveler can wait for a random creature to pass and convince it of his need. The traveler can use conjuration/summoning magic to call into being a suitable elemental creature, but this creature is not under the control of the caster, and a price must be negotiated. Finally, the traveler can polymorph himself into a suitable creature of that plane and use the abilities so gained to move from one location to another. In the latter case double all times required, for the polymorphed being is not really a native of this plane. (Movement through their home planes is not a special ability of elemental creatures.)

A suitable elemental guide must be of at least low intelligence and be able to use (or at least understand) the language of the traveler. The traveler must offer sufficient inducement for the

guide (sparing its life is insufficient, as the creature could merely flee back into the elemental plane leaving the traveler behind). Some examples of suitable inducements:

- Earth: Gems (one 100-gp gem per hour of service)
- Fire: Interesting fuels (100 gp worth of rare wood per hour of service)
- Air: Interesting smells (100 gp worth of perfume per hour of service)
- Water: Interesting scents and potions (100 gp worth of such materials for an hour of service)

Para- and quasi-elementals accept payment similar to that offered to natives of adjoining major planes. The above applies for most elemental types. In addition, two types of elemental being have special rules:

Elemental Grues provide service for other creatures slain and given them (one hour per 10 hit points of slain creatures). Grues are notably poor at keeping their word, and attack or desert those travelers who have displeased them or whose time has expired.

Geniekind, including jann, have an additional love of Prime Material plane riches, magic in particular. One hundred gold pieces or the equivalent buys the genie's services as an elemental guide for one hour. If something magical is added, the genie also fights alongside the traveler in combat (for as many rounds as the magical item is worth in 1,000s of gold pieces). If a *ring of djinn summoning*, *efreet bottle*, or other genie-entrapping device is included as part of the bargain, the genie serves to the best of its abilities, fights in all reasonable combats, and guides the traveler as far as possible on his journey (with no additional demands for payment), so great is the genie's desire to find and destroy these items.

Elemental guides only guide (except for genies as noted) and if placed in combat situations seek to escape back into the elemental wastes, returning only when the danger has passed.

The Positive and Negative Material planes have no native elemental types, though they have creatures such as the xag-ya and xeg-yi that can be approached in the same fashion.

Encounters in the Inner Planes

There are a wide variety of creatures that make their homes on the elemental planes. Natives of the Prime Material only see those few beings that break into the Prime and those that are summoned by *conjure elemental* spells. Even these beings would be unfamiliar in their native plane as they change their forms to fit those required in the spell (the huge golem-like earth elemental, the wave-like water elemental, etc.). In their native planes they take a variety of forms, from paper-thin streams of consciousness to massive blocks of their elemental type.

Elemental creatures exhibit a wide range of intelligence. An elemental's intelligence determines where it stands in their hierarchy. The weakest of elementals, the animalals, are almost mindless creatures that are almost never found outside their particular planes. The elemental creatures most familiar to inhabitants of the Prime plane are of a mid-level of intelligence, dumb enough to be controlled yet powerful enough to be of use to the summoner. These elementals take a variety of forms in their home planes. Some resemble Prime Material plane monsters, and are called *elemental monsters*. The most powerful elemental creatures, called the archomentalals, are great beasts that are individually named and may stand toe-to-toe with the lesser deity-class creatures of the outer planes. The rulers of the various elemental types are called "elemental princes." The evil elemen-

tal princes have been described in the *FIEND FOLIO*® tome.

Elemental creatures have dissimilar forms in their native plane, though statistics such as their hit die, armor class, and other physical attributes remain the same. Their various forms duplicate those of Prime Material creatures, so it is possible to discover an earth animalal with the basic statistics and behavior of a giant beaver, or the plane of Water's version of the tarrasque.

Elemental creatures are made of the same material as the planes that they are native to, so an elemental creature in its home plane or the adjacent para- and quasi-planes can move through that terrain much in the same way as an ethereal traveler moves through the Ethereal plane. Creatures who are not from that inner plane or adjacent para- or quasi-plane cannot move in that fashion and require elemental guides.

Inhabitants of the inner planes see creatures in the Border Ethereal adjacent to their plane as ghost-like figures. (From the Prime Material plane, travelers in the Border Ethereal are invisible.) Further, inhabitants of the inner planes can enter the Ethereal to pursue a target or evade a powerful foe. An inhabitant of the inner planes cannot enter the Prime Material plane without aid or a free-standing gate.

Inhabitants of the inner planes cannot be harmed by attacks of their elemental types while in the inner planes. A *fireball* used against salamanders inspires derision (at best). Similarly, creatures of the elemental plane of Air pay no attention to air-based attacks, including *stinking cloud* and *cloud kill*, while those from the plane of elemental Earth cannot be harmed by *move earth* or *rock to mud*. Creatures from the Negative Material plane cannot be harmed by an *energy drain* attack in the inner planes.

Random encounters occur only on the elemental, para-elemental, and quasi-elemental planes. There are no random encounters on the Positive and Negative Material planes—any encounters there are determined by the DM. Frequencies and number appearing are as for the creature's home plane.

Inner Planar Creatures

Creature	#	App.	Reference	Home Plane
Common				
Aerial Servant	1-10	MM		A
Azer	3-30	MMII		F
Bat, Fire	2-20	MMII		E
Dao	4-24	MMII		E
Djinni	4-24	MMII		A
Efreets	4-24	MM		F
Elemental, Air	4-12	MM		A
Elemental, Earth	4-12	MM		E
Elemental, Fire	4-12	MM		F
Elemental, Water	4-12	MM		W
Invisible Stalker	2-12	MM		A
Magman	4-24	MMII		Mg
Marid	4-24	MMII		W
Mihstu	4-12	MMII		Sm
Para-Elemental, Ice	2-12	MMII		Ic
Para-Elemental, Smoke	2-12	MMII		Sm
Para-Elemental, Magma	2-12	MMII		Mg
Para-Elemental, Ooze	2-12	MMII		Oz
Q-Elemental, Lightning	2-12	MMII		Lj
Q-Elemental, Radiance	2-12	MoP		Ra
Q-Elemental, Minerals	2-12	MoP		Mi
Q-Elemental, Steam	2-12	MoP		St
Q-Elemental, Dust	2-12	MoP		Du
Q-Elemental, Vacuum	2-12	MoP		Vc

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Q-Elemental, Salt	2-12	MoP	Sa
Q-Elemental, Ash	2-12	MoP	As
Salamander	4-40	MM	F
Triton	4-40	MM	W
Xorn	4-32	MM	E
Common Animentals	—	—	*

Uncommon			
Basilisk, Greater	2-4	MMII	E
Crysmal	3-18	MMII	E
Grue, Chaggrin	2-5	MMII	E
Grue, Harglenn	2-8	MMII	F
Grue, Ildriss	2-8	MMII	A
Grue, Varrdig	2-5	MMII	W
Human Travelers	—	—	—
Khargra	3-18	FF	E
Lava Kid	3-18	FF	Mg
Mud-men	3-18	MMII	Oz
Nereid	2-12	MMII	W
Sandling	3-18	MMII	Ds
Sandman	3-18	FF	Ds
Thoqua	2-12	FF	Mg
Vapor Rat	2-16	MMII	St
Vortex	4-24	FF	A
Water Weird	3-12	MM	W
Wind Walker	3-18	MM	A
Winter Wolf	4-24	MM	lc
Xaren	2-12	MMII	E
Uncommon Animentals	—	—	*
Common Elem. Mons.	—	—	*

Rare			
Dune Stalker	2-12	FF	Du
Jann	3-18	MMII	*
Pech	4-24	MMII	E
Phantom Stalker	2-12	FF	F
Rare Animentals	—	—	*
Uncommon Elem. Mon.	—	—	*

Very Rare			
Daemon	Var.	FF, MMII	*
Demon	Var.	MM, FF, MMII	*
Deva	Var.	MMII	*
Devil	Var.	MM, FF, MMII	*
Modron	Var.	MMII	*
Slaadi	Var.	FF	*
Very Rare Animental	—	—	*
Rare and Very Rare	—	—	*
Elemental Monster	—	—	*

Creature Table Explanations

MM = *Monster Manual*
 MMII = *Monster Manual II*
 FF = *FIEND FOLIO* tome
 MoP = *Manual of the Planes*

Frequency and number appearing are for that creature's native plane, as shown under the notes column: A = Air, E = Earth, F = Fire, W = Water, Sm = Smoke, Oz = Ooze, lc = Ice, Mg = Magma, Du = Dust, Va = Vacuum, Sa = Salt, As = Ash, Ra = Radiance, Li = Lightning, Mi = Minerals, St = Steam. Creatures noted with an asterisk (*) appear with that frequency

(common, rare, etc.) in all of the elemental planes.

Animental: An animental is an elemental being that corresponds to an animal of the Prime Material plane. The creature's stats and general appearance conform with those of the Prime Material animal. The animental also gains the abilities common to that type of elemental in its home plane. For example, a quasi-lightning animental constrictor snake has stats similar to the constrictor on page 111 of the *MMII*, the elemental ability to see into the Border Ethereal from its native plane, and the quasi-elemental ability of total immunity from lightning. In appearance, the creature looks serpentine, but it has distinctive markings (an electric blue head, a translucent body that glows like a neon tube, etc.).

Elemental Monsters: Elemental monsters are creatures that duplicate the stats of creatures of the Prime Material plane, yet are elemental in nature. Like animentials, they have the abilities of the form they mimic, plus the abilities particular to their elemental types and home plane. Appearance varies from plane to plane. A beholder from the plane of elemental Earth may look like a rock-like triceratops with its eyes along the frill, or a boulder-like creature with human masks performing the functions of eyes. The DM is encouraged to let the appearances of elemental monsters vary so that players are unsure what they are encountering.

It is believed that animentials and elemental monsters are temporary containers for elemental force that has attained sentience. They are not as permanent a feature of the plane as true elementals or monsters original to the plane. In game terms, the existence of animentials and elemental monsters enables the judge to quickly adapt Prime Material creatures and monsters in the elemental planes without having to create entire ecosystems.

All natives of the elemental planes can extend their awareness into the Border Ethereal and perceive travelers there. Those noted as being found in the Ethereal plane can enter the Ethereal as well. These abilities only apply to creatures in their native planes. An Air elemental in the plane of Air could perceive travelers on that plane's Border Ethereal and enter into the Ethereal to attack them. The Air elemental could not do this on the plane of Fire or Smoke.

Elemental encounters in nonnative planes: The previous table gives each creature's frequency in its native plane. That frequency drops by one rank for every inner plane removed from the native plane (according to the diagram of the inner planes, page 23). For example, an air elemental would be common on its home plane, uncommon on the plane of Lightning, rare on the plane of Radiance, very rare on the plane of Minerals, and a unique encounter on the plane of elemental Earth, which is farthest from air. In selecting creatures for random encounter charts, the DM should keep in mind the limitations of the creatures (salamanders in the plane of Water have to be protected from its effects in some way, or they are destroyed immediately).

For human travelers, use the chart on page 16 to determine their number and levels. Humans are almost always encountered in groups. A lone traveler is never less than 20th level.

Combat in the Inner Planes

The mechanics of combat in the inner planes vary from plane to plane. Because of the wildly diverse natures of these planes, detailed combat effects are given in each plane's description. Several common factors apply to combat in all inner planes:

- Armor performs normally, so that leather armor provides the

same AC protection as in the Prime Material plane.

- Melee weapons perform as in the Prime Material plane.
- Missile and thrown weapons are limited by the fact that as soon as they are fired or thrown, they are no longer in contact with intelligent creatures and thus do not move. Such items retain the force of their throw, so that an arrow hangs in mid-air, but if touched it acts as if its flight had suddenly been resumed (either jumping out of the creature's grasp or inflicting damage if the creature is in its line of fire). An item that remains in contact with its caster, such as a lasso, is unaffected out to 30 feet away.

- An exception to the above limitation on missile and throwing weapons are magical items. Items that are magical in the inner planes can be thrown or fired out to their normal ranges (an arrow +3 could be fired normally).

- Magical weapons with pluses to hit and magical armor with pluses to AC have those pluses reduced by 2, as the inner planes are two planes removed from the Prime Material plane. Weapons and armor whose pluses are lost are treated as nonmagical. They regain their pluses and abilities upon return to more hospitable planes.

Attacks can be made from above and below as in the Ethereal plane. In this case, overhead and from below depend on the orientation of the target. An attack from above negates any shield bonus, but the target is considered to have a shield if wearing a helmet. Attacks from below are considered attacks from behind for all purposes, including thief backstabbing abilities. A being can change orientation in a single round and still make any attacks, so a thief backstabbing from below may find himself eye-to-eye with his target in the next round.

A target of size S can be attacked by a maximum of eight other size S creatures, six size M creatures, or three size L creatures in the inner planes. A target of size M can be attacked by a maximum of 12 size S creatures, eight size M creatures, or six size L creatures. A target of size L can be attacked by a maximum of 18 size S creatures, 12 size M, and eight size L creatures at any one time. This assumes that such creatures can reach from all sides, and the numbers are reduced if they cannot surround a target or if the area of combat is hampered by obstructions.

Magic in the Inner Planes

In general, spell-casting is not inhibited by the nature of the inner planes, as long as the spellcaster has sufficient room for gesturing, sufficient air or similar medium to vocalize the verbal component, and adequate material components. Magical effects may be affected by the nature of the planes (for example, a *wall of ice* in the plane of elemental Fire is not a long-lasting structure). Such physical limitations are covered in the magic notes for each inner plane.

Organized magic is generally more powerful in the inner planes than on the Prime Material plane, but there are more restrictions. The greatest difference is that spells that rely on elemental forces can be modified to affect all other elemental types (each modification must be researched separately). A spell that affects water can be used to similarly affect earth or fire, so that a *wall of water* may appear or a *create air* may be cast.

This modification usually only applies in modifying one elemental effect to another. Positive and negative energies are not elements in this sense, and as such a mage cannot create a *wall of negative energy*. Spells that apply to entire planes (such as *Negative plane protection*) can be modified to affect any other

inner plane, but in general, spells affecting elemental forces can only be modified into other elemental forces.

To determine the chances of a modified spell being cast, the caster must roll as if learning a new spell. This roll is made when the spell is cast, regardless of the number of times the caster has previously cast the spell. Magic-users roll against their Intelligence, as they would if normally learning the spell, but those wielding clerical magic use the Wisdom score. If the roll fails, the caster cannot make another attempt for one true day, but is otherwise not penalized.

A spell that is cast in this fashion can be used in any of the inner planes, though not in the Prime, Ethereal, Astral, or outer planes, as it is a spell designed for the specific situations presented by the inner planes. Knowing that such a spell exists, a caster can develop a Prime Material equivalent through spell research. Such research takes half the required time, and the resulting spell is no more than one level higher than the inner plane spell. The exact nature of the spell in the Prime Material plane may be determined by the DM.

Prime Material creature-affecting spells affect the inner planar equivalents of these beings.

The types of spells that can be modified, and the modifications that can be made to each type, are detailed following each spell type.

Abjurations

All spells of this type can be cast in the inner planes, save where noted under the spell description. Spells affecting extra-dimensional creatures affect the traveler, but do not affect creatures native to the inner planes.

Examples:

- The magic-user spell *banishment* cast by a mage from the Prime Material plane at Xorn in the plane of para-elemental Magma will have no effect, but an elemental-creature using that same spell could return the Prime planar mage to his home.
- The druidical *protection from fire* spell can be modified to *protection from element* in the inner planes, excluding *protection from positive* or *protection from negative*. The *protection from lightning* spell, one level higher, may have originally been created on the plane of quasi-elemental Lightning, and brought back and researched for use in the Prime plane. Such a protection spell protects the caster from the hostile natural forces of the plane for as long as the spell lasts.
- Similarly, the *Negative plane protection* spell can be modified to *inner plane protection* for any of the inner planes. The *Negative plane protection* spell cannot be cast in the Negative Material plane (and like limitations hold for the variations on this spell).
- Druidical spells that provide protection from insects, plants, and animals have the same effect on the inner plane equivalents of these creatures.

Special Case:

- The *anti-magic shell* is dangerous to the user in the inner planes, in that all magical protections are removed within that sphere, removing any protections the user may have to survive in that plane. You have been warned.

Alterations

The family of alteration spells have the greatest chance of

INNER PLANES (Magic)

being modified by the spell-caster in the inner plane. All spells can be cast in the inner planes, though their effects may be limited by the physical nature of the plane itself (a *cloudburst* can be cast in the plane of Air, but the air is pretty saturated with water so the spell may not be very effective). Spells that have a particular effect on the plane they are native to (such as a *lower water* on the plane of elemental Water) have similar effects if modified to another plane (in this case a *lower fire* on the plane of elemental Fire).

Examples:

- The clerical spell *resist fire* can be modified by the format discussed above to perform as a *resist element*, providing suitable protection from the hostile nature of the elemental, quasi-elemental, and para-elemental planes. It would have no effect on the Negative and Positive Material planes.
- Create water can be modified to create element of a particular type. Of course, these created objects are subject to the physical effects of the plane they are created on. (Ice created in the plane of elemental Fire does not last very long.)
- The *transmute rock to mud* spell can function as a *transform element to para-element*: earth becomes ooze (similar to the original spell) or magma, fire becomes magma or smoke, air becomes smoke or ice, and water becomes ice or ooze. The area affected by the spell is the same as for *transmute rock to mud*. Each type of transmutation (*water to ice*, *fire to magma*, etc.) must be researched separately.
- The *transmute water to dust* spell can be modified to *transform element to negative quasi-element* spells. Elemental water becomes ash, air becomes vacuum, fire becomes ash, and earth becomes dust. Creatures made of these elemental materials are hurt as a Prime Material creature by a *transmute water to dust*. No existing spell transforms element to positive quasi-element.

Special Cases:

- The *water walk* spell and the ring of *water walking* enable a character to walk on the surface of liquids. In the plane of elemental Water such surfaces are few and far between (being "bubbles" of air in the water). The *water walk* spell (and any elemental walk modifications of that spell) enables the caster to walk on the surfaces of such interfaces.
- There is no weather in any of the elemental planes save that of Air, therefore the *control weather* spell functions only in the plane of Air.
- The Astral plane cannot be reached, so that the *astral spell* does not work. Spells that reach the Ethereal (*vanish*, *Leomund's secret chest*, etc.) or open into extradimensional space function normally.
- The *reverse gravity* spell temporarily disrupts the target's personal idea of down so that it must right itself (taking one round and shifting to match the new orientation) before taking other action. A being subject to *reverse gravity* falls at a rate of 1,000 feet per round until its fall is halted by regaining balance or running into something.

Conjurations/Summonings

All conjuration and summoning spells work under the following limitations:

- Those spells that summon a particular type of elemental being summon that being only in its native plane or adjacent quasi- and para-planes. These spells do not guarantee control over the elemental once called, but the elemental is not immedi-

ately hostile to the caster.

- Spells that summon animals, monsters, or other Prime Material creatures summon the elemental versions of these creatures. The elemental creatures have the same appearance, statistics, and abilities as the Prime versions, but are elementals of the type found in that inner plane (except that the Positive and Negative planes have no elemental types).
- Spells that contact beings in the Astral and outer planes do not function in the inner planes.

Examples:

- The *dust devil*, *aerial servant*, and *invisible stalker* spells, which all summon creatures of the plane of elemental Air, work only in that plane and those inner planes that adjoin it (Vacuum, Lightning, Smoke, and Ice). The illusionist *summon shadow* spell functions only in the Negative Material plane and in the negative quasi-planes (Vacuum, Salt, Ash, and Dust). The creatures summoned are not immediately controlled by the caster, but neither are they hostile to him.
- The *cacodemon* spell does not function, as it reaches into the outer planes, nor does a *gate* or *wish* that is directed to a power that inhabits the Astral or outer planes. These spells work only if the being makes its home in the Ethereal or inner planes.
- An *animal summoning* spell cast in the inner planes summons an animal of the same abilities as the animal that would be summoned in the Prime Material plane. Similarly, a *monster summoning* V calls an elemental with the stats and abilities of the Prime Material monster. The druidical *summon insects* and *creeping doom* call forth hordes of insect-sized elementals.
- The *fire seeds* and *flame arrow* spells can be cast, but their effects vary according to the physical nature of the plane.

Special Cases:

- The druidical *weather summoning* does not function except in the plane of Air (none of the other planes experience weather as we know it).
- The *enchant an item* spell can be cast in half the time it would in the Prime, provided the magic-user can find a secure location for that amount of time. Any items created in the elemental plane and taken elsewhere suffer reductions in powers similar to bringing a Prime Material magical item into the inner planes. For example, a sword +3 forged on the plane of elemental Air would be a sword +1 on the Prime Material plane.

Divinations

All divination spells function in the inner planes. Those that call upon on a more powerful entity function only if that entity is a native of the inner planes or Ethereal plane.

Example:

- A *commune* spell functions only if the being is a native of the Ethereal or inner planes. A *commune with nature* spell fails as well (however, see druidical abilities).

Special Cases:

- The *stone tell* spell is the only modifiable spell in the divination family. It can be modified to an *element tell* for any of the elemental types.
- *Find the path* can be used to find specific items within the plane without an elemental guide. As long as a *find the path* spell is operating, the caster can find his way through the plane within the time limits for travel as noted on page 24. Should the *find the*

path spell elapse, the journey must begin again (in a random direction and rerolling the time involved).

Enchantments/Charms

These spells function normally. They affect all elemental beings that are in the forms of creatures susceptible to enchantment and charm spells.

Examples:

- The clerical *snake charm* spell affects only elementals in serpentine form.
- The magic-user's *hold person* and *charm* spells function only against humanoid elementals (a very good reason why most elemental forms are nonhuman).

Evocations/Invocations

Evocation and invocation spells operate normally with the following limitations:

- Invocation spells function if the deity's domain is in the plane or in one of the adjacent planes.
- Evocations that call into being an elemental force can be modified in the inner planes to call upon any elemental force. These modified spells work exactly as the original spell for the purposes of inflicting damage. Such spells include those that create items of fire, lightning, ice (but not cold), winds, clouds, fog, and flames.

Examples:

- A cleric on the plane of quasi-elemental Lightning can use the *spiritual hammer* spell (invocation) if his deity makes its home in the planes of Negative Energy, elemental Air, quasi-elemental Steam, Lightning, or Minerals, or para-elemental Ice or Smoke.
- The *fireball* spell can be modified to be a *lightning ball*, *air ball*, *earth ball* (which would appear as a cluster of stones), or *dust ball*. The radius of effect and the damage (1d6 per level) remain the same.
- Similarly, a *lightning bolt* spell can be modified to be a *water bolt*, *bolt of stone*, or *fire bolt*, again with the same damage, range, and chance of bouncing off targets as the original spell.
- The *cone of cold* or *Otiluke's freezing sphere* cannot be modified to affect elemental types, nor can the *wall of iron*, as these spells do not have true elemental associations.

Special Case:

- The *chariot of Sustarre* is treated as an invocation spell, not an evocation spell, in the inner planes. It is not modifiable into earth, water, or lightning-based versions of the same form (though such forms could be researched separately).

Illusions/Phantasms

All illusion/phantasm spells function normally in the inner planes. Those that are combined with alterations are modified according to the limitations placed upon alteration spells.

Necromantics

Necromantic spells perform normally in the elemental and para-elemental planes. They are limited in the quasi-elemental planes and Negative and Positive Material planes as follows:

- No beneficial necromantic magic can be cast in the Negative

Material plane. Harmful necromantic magic automatically succeeds (no saving throw) and inflicts maximum damage.

- Beneficial necromantic magic heals or restores the minimum number of points in the negative quasi-planes, and those spells that require a saving throw or roll based upon Constitution automatically fail. Harmful necromantic magic is affected as for the Negative Material plane.
- Beneficial necromantic magic heals or restores the maximum amount possible in the positive quasi-planes, and those spells that require a saving throw or roll based upon Constitution automatically succeed. Harmful necromantic spells always inflict minimum damage, and all saving throws rolls of 2 or greater succeed against harmful necromantic spells.
- Beneficial necromantic magic in the Positive Material plane restores maximum amounts of damage, and all those spells that require a saving throw or roll on Constitution automatically succeed. Harmful necromantic spells automatically fail.
- Beneficial necromantic spells restore hit points, abilities, levels, or life. Harmful necromantic spells deprive the victim of these quantities. Necromantic spells that are neither beneficial nor harmful (such as *feign death*) are unaffected on the quasi-planes and in the Positive and Negative Material planes.

Examples:

- A *cure light wounds* cast in the elemental or para-elemental planes restores 1d8 lost hit points to the recipient. This spell does not work in the Negative Material plane, restores 1 point in the negative quasi-planes, and restores 8 points in the Positive Material plane and positive quasi-planes.
- A *slay living* cast in the elemental or para-elemental planes functions normally. This spell fails in the Positive Material plane. It has a saving throw of 2, inflicting 3 points of damage if the save is made, on the positive quasi-planes. It automatically succeeds (no saving throw) on the negative quasi-planes and Negative Material plane. Should a saving throw somehow be gained (through a *scarab of protection*, for example), and the throw made, the target still sustains 17 points of damage.

Special Cases:

- The *clone* spell requires only half the time to finish in the inner planes. It can be created in any inner plane if a safe place is found for it to grow.
- The *reincarnate* spell, if cast on the inner planes, restores the spirit as an elemental of the type called for in the spell (you can be *reincarnated* as an air ogre or a magma badger, for instance). This spell does not work in the Positive and Negative Material planes, which have no true native life.

Combination Spells

Combination spells are limited by the rules governing all the spell types they belong to. Modifications for one of the types to spells can be used to modify the combination spell.

Magical Items

Magical items from the Prime Material plane operate under the following restrictions:

- Weapons are reduced by two pluses to hit and damage. Exceptions include those weapons with pluses against particular elemental creatures (they retain their full magical benefit) and weapons that draw their power from elemental planes, such as the *flametongue* and *energy draining* swords.

INNER PLANES (Player Characters)

- Magical armor and protection devices are similarly reduced two pluses for Armor Class and saving throw protection.
- Magical items that duplicate the effects of particular spells are affected as those spells.
- Magical devices that reach into extradimensional space (such as a *portable hole*) function normally in all the inner planes.
- Magical devices that draw on powers based in the Ethereal and inner planes function normally. Those that call upon energies from the Prime Material, Astral, and outer planes do not function in the inner planes.

Player Characters

Magic-Users and Illusionists

See *Magic in the Inner Planes*. Magic-users and illusionists regain spells normally in the inner planes by resting and studying the required amount of subjective time, provided they brought their spell books with them.

Clerics and Druids

See *Magic in the Inner Planes* for spell effects. For other abilities:

- Clerics and druids regain their normal complement of spells provided that the deity resides no more than two planes away. A cleric in the plane of elemental Fire regains spells normally if his deity resides in the plane of elemental Fire, the Ethereal, any demi-plane reached by the Ethereal, the Prime Material, or any other inner plane.
- Clerics *turn undead* normally in the inner planes, except that those undead that draw their power from the Negative or Positive Material planes are treated as the next more powerful type for turning on those planes and on the related quasi-planes. For example, a spectre on the plane of quasi-elemental Dust is treated as a vampire for purposes of turning.
- Druidical abilities are modified as follows: Identification of animal and plant type, passing through overgrown areas, and immunity from woodland creature's *charm*-type abilities do not function. This is because creatures and areas of similar effects in the elemental planes are alien to the druid (a native elemental druid would have the same problems in the Prime Material plane). The abilities of identifying pure water and changing form are not affected.
- Hierophant druids retain their abilities that are gained through level. They can enter other elemental planes by opening a *gate* that they and their companions may enter, without passing through the Ethereal. The hierophant druid is immune to the effects of any plane he can reach, though those who accompany the druid are not so fortunate. The hierophant druid's ability to conjure elemental creatures is limited to the inner plane of the same type or those planes adjacent to it. Unlike the case with the *conjure elemental* spell, the creatures summoned have undying loyalty and will serve the hierophant without concern for their own well-being.

Thieves

Thieves retain their abilities, but against a native of the plane they suffer a -20% modifier to their attempts. (A thief attempting to sneak past a magman in the plane of para-elemental Magma must subtract 20% from the chance of success, but attempting to open a lock in that plane incurs no penalty).

Fighters

All fighter abilities function normally in the inner planes, subject to the limitations on combat of these planes.

Rangers

Rangers lose their advantage in avoiding surprise in the inner planes, but they retain their 3 in 6 chance of surprising others. Rangers not native to the inner planes cannot track through them. Rangers of sufficient level to use druidical and magic-user spells use them under the limitations placed on druids and magic-users.

Barbarians

The ever-shifting inner planes are most definitely not familiar terrain for use of wilderness-borne skills. Barbarians of low level seek to escape these planes at the first opportunity, while those of 6th level or higher venture here only in emergencies.

Cavaliers

Cavalier abilities are unaffected in these planes, save by those restrictions placed on combat. As is the case with the Ethereal plane, a cavalier wishing to bring his mount into the inner planes must train the mount from birth for such travels.

Paladins

Paladin combat functions are unaffected in the inner planes. Abilities that are affected are these:

- Healing abilities are unaffected in the elemental and para-elemental planes, but are affected as necromantic magic in the quasi-elemental planes and Positive and Negative Material planes.
- A paladin's immunity to disease is negated in the Positive Material plane and positive quasi-elemental planes. This is because these planes encourage the maximum growth and flourishing of disease. A paladin who becomes diseased on these planes and leaves is still diseased, but he regains his invulnerability to other diseases.
- A paladin's abilities to cast clerical spells and affect undead are limited as for clerics.
- A paladin's mount may be brought into the inner planes provided the mount is sufficiently protected from the dangers of the planes.

Monks

Monk special abilities, including additional damage and stunning opponents, are unaffected in the inner planes. Thieving abilities are affected as for thieves. The monk's ability to fall without damage comes into play when the monk is unsure about orientation (such as when subject to *confusion* or *reverse gravity*, or thrust into a plane and unable to determine up or down). The monk's ability allows him to right himself immediately without the loss of a round.

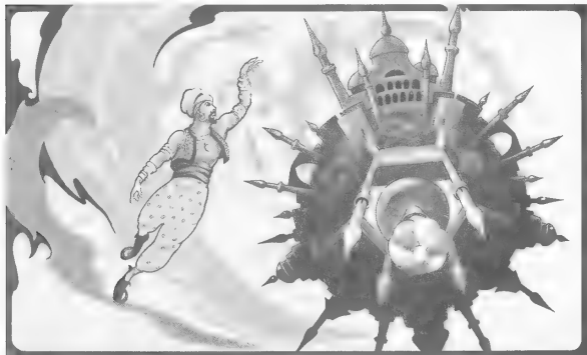
THE PLANE OF ELEMENTAL AIR

Of all the inner planes, the plane of elemental Air is the most hospitable to Prime planar life. The plane's substance can be breathed and is excellent for travel. Beings of elemental air are the most easily summoned and controlled (the *aerial servant*, *dust devil*, and *invisible stalker* spells all summon elemental creatures from the plane of Air, yet no equivalent spells exist for the other elemental planes). Many nonnative deities make their domains in this plane, including Raven, Heng, and Hotoru of the Amerindian mythos, Chao Kung Ming, Chih Sung-Tzu, Fei Lien, Feng Po, and Wen Chung of the Chinese mythos, Shu of the Egyptian mythos, and Raiden of the Japanese mythos.

The traveler first notices the sterling blue color of the plane, like the bluest high-summer day in the Prime plane. Unlike conditions in the Prime, this blue extends underfoot as well as overhead, so

that the traveler is surrounded by a great vault of sapphire hue. Small pieces of matter float in this realm, bits of other elemental planes that have found their way (or been brought by powerful forces) into the plane of elemental Air. It is in and around such matter that other-planar creatures usually make their homes; the open space is the home of the air elementals.

As the traveler moves through the plane of elemental Air, the terrain changes. As the traveler moves toward the plane of para-elemental Smoke, the air becomes thicker, warmer, and harder to breathe. In the opposite direction, the air becomes cooler, and snow and ice crystals begin to hang in the air until they fill the sky, becoming the thick, crystalline walls of the plane of para-elemental Ice. Toward the plane of quasi-elemental Lightning, the air thickens with rain clouds and fogs, and there is the distinct tang



AIR (Survival)

of ozone, until lightning erupts and the traveler knows the buffer area between these planes have been reached. Finally, toward the Negative Material plane, the air begins to thin out until an airless state is reached in the plane of quasi-elemental Vacuum, looking into the heart of the Negative Material plane.

None of these regions can be reached by the unguided traveler, though it seems possible to move from hot to cold, or to follow a scent on the breeze. In reality, the winds of the plane of Air are contrary and treacherous, mixing warm and cool air, scents of flowers and brimstone, hints of soft rain and hot gusts of desert wind. A traveler following the tang of electricity may find the scent dying on the wind, while one seeking a city built upon an intruding island of earth may find the structure blocked by a passing cloud and disappearing from view.

Survival in the Plane of Air

Breathing: As noted earlier, breathing is one problem that does not exist for the traveler in this plane, though there are other hazards. It should be noted that clouds of dust, acid, poison, and other harmful substances exist for the traveler to encounter.

Vision and Senses: The sighting distance in the plane of air is 1,000 yards, or about twice that in daylight on a clear day in the Prime Material plane. Infravision functions at thrice normal range, though ultravision does not work at all. Attempts to track by means of smell are foiled by the chaotic winds of the plane. Some native creatures can track, but their method of doing so has yet to be discovered.

Encounters in the Plane of Air

Travelers in the plane of Air have a 1 in 20 chance of an encounter every 12 hours (another reason the plane is so popular with tourists). The type of encounter is determined below:

- 1-20 Elemental Phenomena
- 21-40 Elemental Pocket
- 41-100 Creature Encounter

Elemental Phenomena

The plane of elemental Air has some of the most varied, stunning, and deadly phenomena of the elemental planes. Roll on the following table:

D12	Effect
1-2	Cloud Banks
3-4	High Winds
5	Sirocco
6	Rain Storm
7	Lightning Storm
8	Snow Storm
9	Maelstrom
10	Dust Storm
11	Hail Storm
12	Vortex to a Prime Material plane

Cloud Banks: The most common phenomenon in the plane of Air, these clouds have no ill effects, except to reduce visibility around them to 50 yards maximum.

High Winds: In the plane of Air, the medium of the plane is always in motion, so that some wind is usually blowing. Usually

these winds are in the 0 to 10 mph category. Use the following table (adapted from the WSG) for high winds and their effects:

D100	Wind	Missile	Melee	Move	Move
Roll	Velocity	Combat	Combat	Against Wind	With Wind
1-10	11-20mph	0-1/2-3	—	—	—
11-31	21-30	-1/2-3/x	-1	3/4	1.33
31-60	31-45	-2/4-x/x	-2	2/3	1.5
61-80	46-79	-4/6-x/x	-4	1/2	2
81-90	80-99	x/x/x/x	-8	1/4	4
91-97	100-120	x/x/x/x	-8	x	6
98-100	121+	x/x/x/x	-8	x	8

Missile combat refers to the effect of wind on missile weapons. Remember that under normal conditions, most nonmagical missiles do not work in the plane. **Melee combat** refers to the reduction in attack and damage rolls as a result of being in the area of high winds. **Move against** and **move with** winds refer to the penalty (or benefit) for moving against (or with) the wind. At high velocities, an "x" result indicates that movement against the wind is impossible. Magical spells that require vocal components cannot be cast when the wind rises above 80 mph.

High wind lasts for 1d10 hours and can carry the traveler far from his original position. It prevents encounters during that period of time. No damage is inflicted by high wind itself, but should the traveler encounter a hard or resisting surface, he suffers 1d6 points of damage per 10 miles per hour of wind speed.

Elemental Sirocco: The sirocco is a hot wind issuing from those parts of the plane of Air nearest the quasi-elemental plane of Steam. In addition to the effects of high winds (from chart above), those caught within the sirocco must successfully roll a Constitution Check or suffer 1d8 points of heat damage per hour (1d2 if the target is sufficiently protected from heat damage). Siroccos last 1d8 hours.

Rain Storm: Because there is no true gravity in the plane of Air, rain here forms into collections of spherical drops that extend up to half a mile from the clouds that formed them. This combines the effects of a cloud bank with those of a *cloudburst* spell.

Lightning Storm: A lightning storm has all the effects of a rain storm, but all within the area are subject to being struck by lightning. Roll separately for each character; only one character can be hit by the strike (unless several characters are connected together somehow). Roll in random order, once one person is hit, the strike is through. Size S creatures have a 40% chance of being hit, size M creatures have a 50% chance, and size L creatures have a 60% chance. If a roll has been made for every being in the group, and no one was hit, the lightning bolt missed.

There is a cumulative 10% chance of a bolt per round in the area, resetting to a 10% chance after a bolt has struck.

In the plane of Air, targets may roll a saving throw vs. spell. Those who succeed receive only 1d10 points of damage. Those who fail lose 1d8 x 10% of their current hit points.

Snow Storm: Similar to a rain storm, except that visibility is reduced to 10 yards. Snow storms in the plane of elemental Air issue from the border with the plane of quasi-elemental Ice. Those caught in a snow storm who are not wearing warm clothing suffer 1d8 points of damage each turn they are within the cloud.

Hail Storm: A hail storm may resemble a snow or rain storm in appearance, but nearer the edges of the cloud the traveler encounters small, spherical crystals with sharp spikes. These hailstones, though immobile, retain their momentum so that

touching one inflicts 1d2 points of damage, and charging through them inflicts 2d6 points of damage to a size S creature, 3d6 points to a size M creature, and 4d6 points to a size L creature per round. Fortunately, such storms quickly sweep through an area, lasting 1d10 turns at most.

Dust Storm: A dust storm combines the effects of high winds with particles that can temporarily blind those creatures that keep their eyes open or unshielded. Those blinded cannot attack and their opponents receive a +4 bonus to attack rolls with missile weapons and +4 bonuses to both attack and damage rolls when using melee weapons.

Maelstrom: One of the most deadly phenomena in this plane is the aerial maelstrom, which is best described as a tornado eating its own tail (a toroidal or doughnut shape). The maelstrom can hover in space for decades, gathering force and debris, before dwindling down or exploding with massive force. Those caught within the maelstrom suffer the effects of a dust storm. Unlike the other phenomena, those caught within a maelstrom cannot escape short of moving faster than 2,000 feet per turn, magically affecting the winds, being rescued by those outside the maelstrom, or leaving the plane entirely.

Vortex to a Prime Material plane: Such vortices are very temporary in the plane of Air—most last 2d10 subjective days and only one in 50 lasts longer than that. They appear as great tornadoes or hurricanes that have been smashed flat from top to bottom, so that a spiral forms from the edge to the center. Air (and creatures) pass in and out of this center into the Prime Material plane. The traveler can use this as a quick method of egress from the plane, but be warned of two things: First, the opening on the Prime plane is usually in an area of severe weather (the inner winds of a hurricane), as well as several miles above the ground in a region where gravity works just fine, thank you. Second, the DM may determine for his campaign the chances of such a vortex leading to the traveler's Prime or an Alternate Prime.

Elemental Pockets: An elemental pocket is a piece of another plane that has been sucked into, and then cast adrift in, the plane of elemental Air. The passive nature of the plane is such that all other elemental, para-elemental, and quasi-elemental forms can be found as pockets. The DM can choose the pocket according to the area of the plane the traveler is in, or he can roll randomly from the following table.

D8 + D20 Roll	Type of Pocket
1-2	Earth Pocket
3-4	Fire Pocket
5-6	Water Pocket
7-8	Ice Pocket
9-10	Smoke Pocket
11	Magma Pocket
12	Ooze Pocket
13	Vacuum Pocket
14	Dust Pocket
15	Ash Pocket
16	Salt Pocket
17	Lightning Pocket
18	Steam Pocket
19	Radiance Pocket
20	Mineral Pocket

Descriptions:

Earth Pockets: In the plane of Air, the earth pocket resembles

a large asteroid or a spherical ball of rock. Earth pockets are pretty common because intelligent beings often bring this material into the plane to form their own bases. Djinn in particular are known for gathering elemental pockets and using them as the foundations of their cities. There is a 50% chance that any earth pocket encountered is the lair of a creature. If the pocket is inhabited, there is a 90% chance the creature is from the plane of Air (roll on the Air Encounter Chart) and only a 10% chance that the creature is from the plane of Earth (roll on the Earth Encounter Chart).

Fire Pockets: Pockets of fire appear in this plane as spheres of flame burning without need of fuel. The air is warmer near the edges of these pockets, and those who come within 100 yards of one suffer the effects of an elemental sirocco. Those entering a pocket of fire suffer the effects of entering the plane of elemental Fire. There is a 30% chance that a fire pocket is the lair of some creature (always roll on the Fire Encounter Chart, page 39).

Water Pockets: Pockets of elemental water appear to be huge balls of water hanging in the air, though sometimes they have been sculpted by passing djinn into strings of watery pearls, doughnuts, cubes, etc. Those entering this type of pocket suffer the effects of immersion in the plane of elemental Water. These balls are often used as watering holes by creatures that require water. There is a 50% chance that there is a creature near them. The creature is either from the plane of Water or the plane of Air (50% chance for each).

Ice Pockets: Pockets from the plane of para-elemental Ice appear as great icebergs tumbling in the air. Cold-based creatures sometimes (10%) use these as lairs. The area within 100 yards of such a pocket affects travelers as a snow storm.

Smoke Pockets: Pockets of para-elemental smoke appear to be cloud banks. Once entered, however, the traveler must roll a successful saving throw vs. spell or be affected as if by a *stinking cloud* spell. There is only a 5% chance that a smoke pocket is occupied, but any creatures encountered are always natives of the plane of para-elemental Smoke.

Magma Pockets: These are quite rare as they come from the far end of the inner planes. These pockets soon cool in the winds to become spheres of volcanic stone (as mentioned for earth pockets). Those within 50 yards of a magma pocket suffer the effects of a pocket of fire. Travelers who enter the pocket are affected as if strolling into the plane of para-elemental Magma. Magma pockets normally do not have inhabitants.

Ooze Pockets: Pockets from the plane of para-elemental Ooze are rare in the plane of Air. They soon harden in the dry winds or freezing cold to become similar to earth pockets. Those entering a globular chunk of floating ooze are subject to the dangers of that muck. In the plane of elemental Air, such pockets are usually uninhabited.

Vacuum Pockets: These are among the most deadly type of elemental intrusions into the plane of Air. Not only are these pockets invisible, but their effects are as if the traveler suddenly entered the plane of quasi-elemental Vacuum. These normally have no inhabitants, but they are often used to protect the lairs of powerful creatures (they make deadly mines).

Dust Pockets: Such pockets are similar in appearance to Dust storms and at a distance look like a brownish haze on the horizon. The effects of entering a dust pocket are the same as for a dust storm (as opposed to being trapped in elemental Dust). There is a 50% chance of an inhabitant, usually from the plane of Earth (75%) or the plane of Dust (25%).

Ash Pockets: Ash pockets appear to be dust storms, but they combine the effects of dust storms with those of siroccos. Fur-

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ther, ash pockets are very flammable (any flame turns an ash pocket into a pocket of elemental Fire for 1d10 turns). Such pockets are normally uninhabited.

Salt Pockets: These vary in appearance from a multitude of crystals hanging in air (similar to a hailstorm) to a large sphere of crystalline salt. Pockets of the former type affect travelers as hailstorms, with the added effect that creatures from the plane of Water suffer as if immersed in the plane of Salt. Pockets of the latter type are often colonized (50% chance for either the plane of Air or the plane of Salt).

Lightning Pockets: Pockets from the quasi-elemental plane of Lightning have the appearance of lightning storms. They are always occupied by 1d4 lightning quasi-elementals.

Steam Pockets: Pockets of steam appear to be ordinary cloud banks, but they scald anyone who enters (as if entering the plane of quasi-elemental Steam). These pockets last for only 1d10 turns.

Radiance Pockets: Pockets of radiance are structures of invisible force and have the effects of a solid wall of force for movement (or running into). They can be as deadly as vacuum pockets. Like vacuum pockets, radiance pockets are normally uninhabited. In rare cases the interiors of these pockets are settled, producing hollow worlds.

Mineral Pockets: Pockets of this quasi-elemental type appear as spheres or crystalline cubes of great size (colonized as for earth pockets) or as clusters of stones, crystals, or, in very rare cases, uncut gems (of 10 gp each). These clusters have the effects of hail storms.

Creature Encounters

Most creatures in the elemental plane of Air are invisible, their forms at best only outlined by bits of dust and debris caught in their wind-like bodies (10% chance that the being's outline is visible). Otherwise such creatures have all advantages of the *invisibility* spell, with the addition that they do not lose their *invisible* status if they attack or strike a solid object.

If made visible (by spell or dust in the air), creatures of the plane of elemental Air are large, lacy beings with full sweeping wings and streamlined shapes. Some draw the air through their bodies and have sturdy stubby fins (much like modern-day jets). Some are humanoid in shape, but even these are slender and have weblike membranes between extremities.

In addition to powers all elemental creatures have on the inner planes, those of the plane of elemental Air are immune to all effects of weather and wind, including lightning and other weather-related forms of attack. They are affected by vacuum—an air elemental creature that is trapped in an area of complete vacuum must roll a successful saving throw vs. spell or perish. Natives of the plane of Air are immune to the effects of spells that use or create clouds or mists in their casting (such as *incendiary cloud*, *stinking cloud*, or *cloudkill*).

Air Encounter Chart

D8 +	Number	Creatures Encountered	Notes
1	1d4	Demons, Type I	V
2	1d4 + 1	Aerial Owlbears*	MM*
3	1d4	Aerial Gnosphixes*	MM*
4	1d6	Aerial Axebeaks*	MM*
5	3d6	Jann*	MMII
6	4d6	Vortex*	FF

8	2d4	Elemental Grues, Ildress*	MMII
9	1d10	Aerial Servants*	MM
10	4d3	Air Elementals*	MM
11	4d6	Djinni*	MM
12	2d6	Invisible Stalkers*	MM
13	5d10	Giant Aerial Rats*	MM*
14	3d6	Wind Walkers*	MM
15	1d10	Human Party	V
16	1d8	Vapor Rats	MMII
17	4d6	Winter Wolves	MM
18	1d20	Air Leprechauns*	MM*
19	1d3	Spectres	V
20	1d4	Monadic Devas	V

Notes on the Monsters:

* Indicates native to the plane of Air
V = Visitor to the inner planes—requires protection from the hazardous effects of the plane.

MM = *Monster Manual* creatures

MMII = *Monster Manual II* creatures

FF = *FIEND FOLIO* creatures

MM* = Elemental monsters or animals that have the basic forms, stats, and abilities of the listed monsters, but are natives of the plane of Air and gain the additional abilities of such creatures as listed above.

Movement in the Plane of Air

The most common method of movement in the plane of Air is by changing the down direction and falling (as noted for movement in the inner planes on page 24). This method is both swift and rather unsafe as it takes the traveler in a straight line from point to point, running into intervening objects. The traveler has all the aerodynamics of a rock (Maneuverability Class F).

Normal walking, running, or riding is accomplished by not designating a down position and moving in that fashion at your normal speed. Movement can be in any direction.

Beings that fly, whether by magical devices or wings, can do so at normal speed in the plane of Air. The Maneuverability Class is one better here than normal (C becomes B, B becomes A, A remains A). As there is no set down direction, creatures able to levitate can move in any direction. Those that move by swimming may do so normally, as the air acts like a liquid medium when there is no down direction.

When a being is knocked unconscious, reaches 0 hit points, or dies, it can no longer determine a down direction. Such a being continues to move at the velocity (speed and direction) that it was moving before it was disabled. Other sentient beings can change the disabled being's movement by grabbing it.

Combat in the Plane of Air

All abilities permitted for combat in the inner planes are possible in the elemental plane of Air. Combat is similar to that in the Airborne Adventures section of the *DMG*, save that there are no negative modifiers for fighting while in flight. As in all the elemental planes, nonmagical missile fire is impossible unless some part of the weapon remains in contact with the firer (such as a lasso).

Magic in the Plane of Air

Magic works here as for the inner planes in general.

Features of Elemental Air

The elementals: Most numerous of the creatures on the plane of elemental Air are all manner of air elementals, ranging from air animals (such as giant aerial rats) to elementals and elemental monsters (such as aerial owlbears). As mentioned before, such creatures match the basic stats of their Prime Material counterparts, though their appearances may vary greatly from the Prime Material monsters.

True elemental creatures prefer areas of pure elemental air. They generally react with hostility toward invaders, but elemental creatures of sufficient intelligence can be bribed to be guides.

Archomental: Of the elemental Princes of the Air, only the evil Yan-C-Bin (*FIEND FOLIO's* tome) has been described, but his powers are typical for this type. They are considered demi-gods for the purposes of determining powers on their planes (see page 124).

Yan-C-Bin is said to inhabit a broken land filled with the destroyed elemental pockets of interlopers and would-be settlers. This graveyard is rumored to be a wealth of both knowledge and gold. Yan-C-Bin and his servants (10 Air elementals of the greatest power) guard it well.

Akadi: Akadi is the queen of the free-willed elemental creatures. She is said to dwell within a whirlwind that spins within a great aerial maelstrom, the width of which is sufficient to swallow the known world. No being, elemental or otherwise, may pass through this region without Akadi's permission; Air elemental guides turn back, and those of other planes are destroyed (earth elementals are eroded into dust by the winds, water elementals are evaporated, and fire elementals are snuffed out by the winds [150+ mph]). Akadi is not good, evil, or neutral; like all the rulers of the elemental worlds, she only cares about her own people and is thus amoral and above Prime planar morality.

Akadi is the name by which this being is known, but is not the creature's true name. That is unrevealed, and likely to remain so, as none of the rulers of the elemental planes have visited the Prime, and their power is such that a visitation would be disastrous. Akadi is a Greater Power, the full force of the elemental wind, and as such is unsalvageable in her homeland. She has all the powers afforded a Greater Power in Appendix IV (page 124).

Bahamut: The platinum dragon is reputed to have a citadel on the elemental plane of Air, as do several other deities of various other pantheons. While travelers have often spoken of seeing a huge domed-and-spined castle made of pure glass and gypsum, such sightings are extremely rare and no one has entered the citadel and returned to tell of his adventures. Legend states that Bahamut sits upon a throne of yellow diamonds with his court of nine gold dragons and emissaries from all good dragonkind, including the oriental dragons. Monadic devas, the great powers of good of the upper planes, are said to be in the plane of Air by Bahamut's will alone, yet this is again unproven.

The traveler seeking Bahamut's lair on the plane of Air will be frustrated, as the native guides (even the powerful archomental) deny its existence. Bahamut's lair is also said to exist in the northernmost part of the known world of the Prime Material plane and in the outer plane known as the Seven Heavens. Whether the king of all good dragons maintains several such citadels, or encourages rumors to this effect, is unknown. What is known is

that Bahamut is a Greater Power and has all those abilities accorded one on his home plane.

The Djinn: While the air elementals are invisible and prefer the wide open spaces of the deepest parts of the plane, the djinn appear as solid creatures (though they may go gaseous and retain their control over this gaseous form in the high winds of the plane). They tend to settle pockets of other elemental material, often scouring the area for pockets of earth, fire, and water to add to the grandeur of their estates.

Djinn are generally chaotic and good, and are governed by loose confederations ruled by caliphs. A caliph rules all those djinn estates within two days' travel, and is advised by six viziers who help maintain the balance of the landholdings.

A djinn landhold is usually a pocket of elemental ether anywhere from 1,000 yards to several miles across. Landholds are crammed with buildings, courtyards, gardens, fountains of enchanted elemental water (allowing the water to flow without sentence), and sculptures made of flames. In a typical djinn landhold there are 10d3 djinn of various ages and powers, as well 1d10 Jann, and 1d10 elemental creatures of low intelligence who serve as servants, pets, or bodyguards. All are ruled by a djinn of maximum hit points (the local sheik). If a landhold is attacked by a large force, a messenger (usually the youngest genie) is sent to the next landhold, which then sends aid and dispatches two more messengers, and in this fashion the entire nation is warned.

Air elementals of any intelligence and power tend to treat the djinn with derision, accusing the djinn of turning their backs on the purity of the plane of Air. Djinn, in turn, believe that the archomental are savage creatures unable to understand the intrinsic beauty of a world of many elements.

Hooks and Bubbles: These are the manifestations of spell casting from the Prime Material plane to the elemental planes.

A hook appears as a great spear, grappling hook, or shepherd's crook hanging in mid-air, glowing blue, green, or golden yellow. This is the business end of a *conjunction/summoning* spell directed at the elemental plane by a Prime Material magic-user trying to *conjure elemental* or grab an *aerial servant* or *invisible stalker* spell. These hooks is so alluring that the targeted creatures are drawn to it like bees to flowers.

Should a nonnative traveler touch a summoning hook, he must roll a saving throw vs. spell. Rolling above the saving throw number means that the traveler is unaffected, while rolling below it means the traveler is catapulted into the Deep Ethereal as if swallowed up by an ether cyclone. Rolling the saving throw number exactly means that the traveler is affected by the spell as if he is an elemental creature—he is called into the Prime Material plane (not necessarily his Prime Material plane). While under the effects of the spell, the traveler has all of his powers and abilities (as opposed to elemental powers), but is under the command of the summoner. If a traveler is summoned by an *invisible stalker* spell, the traveler must carry out the letter of the summoner's command.

A bubble appears as a great silvery sphere, ranging in size from about a half inch to nine inches in diameter. This is the elemental plane end of a Prime material *contact other plane*. It breaks easily, and the question pops into the mind of the being that broke the bubble. Unless the being can determine the sender and respond, the sender's question is lost. If the being has these powers, it can answer the question as it sees fit.

THE PLANE OF ELEMENTAL FIRE

The plane of elemental Fire is a hellish place, unsuitable for the unprotected traveler and uncomfortable to those who make their homes in cooler regions. In addition to elemental creatures, this plane is the home of the evil efreeti and their fabled City of Brass, and the realms of the dwarf-like azer. In comparison to the plethora of Greater and Lesser Powers that inhabit the plane of Air, only one Power, Hastsezzini, the fire god of the Amerindian Mythos, makes this plane his home.

The unwary traveler entering the plane of Fire is immediately subjected to the terrible heat of the plane and the brilliance of the plane itself. Those who survive their entry into the plane of Fire are treated to all the wonders of the plane.

The plane of Fire is alive with every color and manner of flame, all burning without consuming any fuel, radiating energy and

heat at maximum levels. There are the brilliant yellows and oranges of every adventurer's campfire, and the hot red edged with white of the live embers of the campfire. The shine of candles and the white radiance of heated steel can be seen, as well as the blue and green flames of alchemic experiments.

Most matter that is unprotected is consumed by the flames, but some elemental pockets do survive in the plane of Fire and often serve as waystations for beings from other planes.

The borders of the plane of Fire are only slightly cooler than the inner parts of the plane. Toward the plane of elemental Air, the amount of burnable materials increases, and large pockets of haze and soot collect until the fires of the plane are reduced and the traveler reaches the para-elemental plane of Smoke. In the opposite direction, toward the plane of elemental Earth, more



ground appears, thick basalt columns form, as well as less imperious materials that flow under the effects of the heat. When the fire is finally subsumed in the heat of the surrounding rock, the plane of para-elemental Magma, home of the magmen, is reached.

If the traveler gains an elemental guide and moves toward the Positive Material plane, the flames become brighter and less distinct, until the light overwhelms the fires and the traveler reaches the plane of quasi-elemental Radiance. In the other direction, the flames begin to die, leaving behind the remains of sons of fires now dead. The air becomes cool and then bone-chillingly cold and the last of the flames disappear. The traveler has reached the negative quasi-plane of Ash, the border between the plane of Fire and the unknowable depths of the Negative Material.

Movement toward other planes is impossible without an elemental guide. No clues of direction can be gained from local variations in conditions—the heat level varies tremendously between locations, and pockets of basalt and magma are found throughout the realm, even in the region toward para-elemental Smoke.

Survival in the Plane of Fire

Burning: The sheer heat of the plane of Fire poses the greatest threat to the traveler. A temperature of the plane is equivalent to that encountered in a stroll through a volcano. This heat has the following effects on items and creatures

- Unprotected paper, clothing, wood, and other normally flammable material immediately burst into flame. Those unfortunate enough to be holding onto or wearing such items suffer 3d6 points of fire damage.
- Unprotected and nonmagical metal becomes superheated and melts in two rounds. Those unfortunate enough to be carrying or wearing such items suffer the effects a full-strength *heat metal* the first round (2d4 points of damage and disability of the body parts in contact with the metal), and 3d10 points of damage from the liquid, dripping metal on the second round.
- Unprotected water and other fluids immediately boil and evaporate into the thin atmosphere of this plane. Magical liquids such as *potions* get a saving throw vs. fire or are boiled away (saves are made when entering the plane or as soon as the item becomes unprotected). An unprotected character putting his hands in boiling water or his face in the evaporating superheated steam receives 2d10 points of damage.
- Ice melts in one round. The resultant puddle evaporates in one additional round. This tends to limit the effectiveness of *wall of ice* spells.
- An unprotected being in the plane of Fire must roll a successful saving throw vs. breath weapons or die immediately. If it survives, it receives 4d10 points of damage per round. If the being has a natural nonmetal AC of 2 or higher, this damage is reduced to 1d10 points and a +2 bonus is added to the saving throw.
- Unprotected stone of nonvolcanic origin melts into magma. Creatures made of stone (such as a stone golem) suffer 1d10 points of damage per round. Volcanic stone includes basalt, obsidian, and pumice.

As you can see, a trip to the plane of elemental Fire is no Sunday at the beach.

All of the above apply to creatures and items with no protection. However, there are many readily available spells and devices that provide full protection on the plane of Fire, regard-

less of their limitations on the Prime Material plane. *Protection from fire*, *ring of fire protection*, or the modified *spell fire plane protection* enables the user to travel through the plane of Fire without harm. Should this protection elapse or be dispelled, the traveler is subject to the full effects of the plane.

Breathing: The atmosphere of the plane of elemental Fire is very, very thin and very, very hot. What breathable gas there is is mixed with methanes, smoky carbon monoxides, and other noxious gases, and superheated by the ambient energy of the plane. This has the following effects on ordinary travelers:

- Unprotected beings that must breathe the heated air take 1d10 points of damage per round.
- Beings not protected from poisons are affected as if by a *cloudkill* spell (the effect depends on the beings' levels).

Protections vary according to the dangers presented. Immunity to poisons in any form prevents *cloudkill*-like effects, as does any spell that transforms one element into another (for example, an *airy fire* spell to create a breathable region around the caster). Items that prevent damage from fire also protect against the super-heated nature of the atmosphere. Finally, magical items that remove the need to breathe (such as an *iron stone*) or permit a *shape change* into an unbreathing being (such as a basalt stone golem) negate the hazardous effects of breathing.

Vision and Senses: The plane of Fire is misty and translucent, and the radiance is such that vision is usually limited to only 120'. Lenses of smoked glass or quartz reduce the glaring light of the plane and allow the user to double the sighting distance.

Infravision does not allow the user to detect native creatures against the flaming background, but it can be used to detect non-native creatures as cooler spots against the background. Ultravision does not function in the inner planes.

Movement in the Plane of Fire

Movement in the plane of elemental Fire works the same way as in the plane of Air or the other elemental planes. The tactic of altering the down direction and falling in that direction is usually hampered by the limits of visibility. More normal forms of transportation (walking, flying, swimming) function normally and are the standard means of travel in the plane. Flying and swimming creatures gain no benefit in the plane. Note that truly solid surfaces in the plane of Fire are few and far between.

Encounters in the Plane of Fire

Travelers in the plane of elemental Fire have a 1 in 10 chance of an encounter every eight hours. The type of encounter is rolled below:

1-15	Elemental Phenomena
16-20	Elemental Pocket
21-00	Creature Encounter

Elemental Phenomena

Most of the phenomena in the plane of elemental Fire deal with heat, flame, and fire by-products. Roll on the following table.

FIRE (Encounters)

D12 Roll	Effect
1-4	Hot Spot
5-7	Cold Spot
8	Rain of Ashes
9	Smoke Cloud
10	Eruption
11	Explosion Field
12	Vortex to a Prime Material plane

Hot Spot: This is a region that is significantly hotter than the surrounding plane—treat it as a magical fire for spells that protect from heat and fire. Infravision can detect hot spots, but normal vision cannot. All damage from heat and fire effects is doubled and saving throws suffer a -1 penalty while in a hot spot. Creatures native to plane of elemental Fire benefit from such hot spots and regain 1d6 points of damage per turn spent within them.

Cold Spot: A place of relative sanctuary in the plane, where temperatures are chillingly close to those in Prime Material plane deserts. Creatures of elemental Fire tend to avoid these cool regions, though creatures from other planes treat them as oases. In some cases, liquid water and normally flammable materials exist in these cold spots.

Rain of Ashes: This is a sprinkling of cinders, scorched earth, and the like scattered by a prior explosion. This debris hangs in the flames like a cloud of dust stopped in time. Those entering such a cloud suffer 2d6 points of damage.

Smoke Cloud: Similar in appearance to the rain of ashes, the smoke cloud's danger is in its suffocating nature. It functions as a combination *stinking/incendiary cloud* for all who enter it unprotected.

Eruption: This is an extremely hot flame in the process of erupting. Unlike most inanimate objects, it moves on its own, spurring as a sphere of moving flame from its central point to a distance of about 2,000 yards. Those caught within it suffer the effects of a hot spot and also receive 2d6 points of damage from all the other-planar debris in the mass.

Explosion Field: This is similar to an eruption, but the event is waiting to happen, and is usually tripped off by a living or magical entity. All those within the field suffer the effects of an eruption, and in addition suffer 4d12 points of physical damage (flying rocks, flaming pieces of other elements, etc.).

Vortex to a Prime Material plane: Usually a vortex in the plane of Fire appears as a huge free-standing fireball or column of fire. The opening between the planes is located in the center of the sphere or column. The traveler seeking escape from this plane can risk passage through the vortex into what lies beyond. This is usually a lake of lava or the heart of a volcano, but the elemental traveler must have some form of protection or he would have died almost immediately upon entering the plane. The DM determines for his campaign the chances of a vortex leading to the traveler's Prime Material plane or to another Prime Material plane.

Elemental Pockets

The plane of elemental Fire is generally hostile to pockets of other elemental material, so that such materials are relatively rare (and thus the plane of Fire is the "purest" of the four major elemental planes). The DM can choose the pocket the elemental traveler encounters, or he can roll on the following table.

D20 Roll	Type of Pocket
1-3	Air Pocket
4-5	Earth Pocket
7-9	Smoke Pocket
10-12	Magma Pocket
13-14	Ash Pocket
15-16	Radiance Pocket
17	Lightning or Vacuum pocket
18	Dust or Mineral Pocket
19	Salt or Steam Pocket
20	Water, Ooze, or Ice Pocket

Remember that pockets of water, ice, or ooze do not have long life expectancies in the plane of Fire—they are eventually evaporated or baked solid. Long-term structures in these pockets only exist if the pocket borders or their cold spots are protected by a magical spell or device (such as walls of force stretching around the perimeter).

Air Pockets: Pockets of air in the plane of Fire are invisible, but the atmosphere is noticeably thicker around them and they give off yellow-white flames. Air pockets are slightly warmer than the surrounding elemental fire. Air pockets have a 20% chance to be inhabited by a creature of the plane of elemental Air.

Earth Pockets: Most normal stone and earth are liquified by the intense heat of the plane, but some especially fire-resistant materials can withstand the fire. These remaining pockets appear as huge blocks of stone. They are usually mined, tunneled, and built upon by other creatures. They have a 50% chance of inhabitants, with an equal chance of those inhabitants being from the planes of Earth or Fire.

Smoke Pockets: These pockets look very much like rain of ashes phenomena and have similar effects. In addition, there is a 40% chance that a being from the plane of Smoke makes a pocket its home.

Magma Pockets: These pockets appear as molten balls or flows of never-cooling lava. Those entering these areas suffer the effects of being placed in the plane of para-elemental Magma. In addition, there is a 20% chance that a magma pocket is inhabited by creatures from the plane of Magma.

Ash Pockets: These affect travelers as the rain of ashes elemental phenomena, but have the additional effects of the cold spot. Those who enter its confines suffer as if entering the plane of para-elemental Ash. Ash pockets have only a 10% chance of being occupied. The inhabitants are almost always creatures from the para-elemental plane of Ash.

Radiance Pockets: Pockets of para-elemental radiance resemble hot spots to those with normal vision, but they are really no warmer than the surrounding terrain. Those who enter these pockets suffer the effects of being immersed in the plane of Radiance. There is a 10% chance of some creature from that plane making a pocket its home.

Lightning Pockets: These resemble the dust-clouds of rain of ash phenomena, but they pose different problems to the traveler. The intruder suffers as if in the quasi-elemental plane of Lightning, but he receives no physical damage from the cloud itself. There is a 10% chance that some creature native to that plane inhabits any pocket.

Vacuum Pockets: Vacuum pockets are marked by a dramatic thinning of the already thin atmosphere of the plane of Fire. As with pockets of air, these pockets resemble hollow spots in the fiery background. The flames around vacuum pockets' borders are redder and more subdued. Intruders suffer the effects of immersion in the quasi-elemental plane of Vacuum. Vacuum

pockets have a 10% chance of imploding every time they are entered. The implosion inflicts 2d6 points of damage to all within.

Dust Pockets: These are rare in the plane of Fire, as the intense heat quickly chars the dust to cinders. Dust pockets resemble rains of ashes, but those entering the pocket suffering the effects of entering the quasi-plane of Dust. There is a 20% chance of inhabitants—equal chance that they are from the plane of Dust or Fire.

Mineral Pockets: The superheated stone and crystals of these pockets seem to be a basalt-like pocket of earth, but when a traveler treads upon the surface, there is a 10% chance per round that the structure explosively collapses (with the effects of an explosion field to those within 10 feet). In the plane of elemental Fire, these pockets are always uninhabited.

Salt Pockets: Relatively rare on the plane of Fire, pockets of salt are similar in appearance and effect to the rain of ashes phenomena. There is a 10% chance a pocket is inhabited by creatures native to the quasi-plane of Salt.

Steam Pockets: These gaseous pockets of super-heated water vapor are usually uninhabited. Steam pockets appear to be rains of ashes, though their colors vary from blue to white.

Water Pockets: Pockets of elemental water (and those of its related para-planes) are rare in the plane of Fire. The few that do exist are surrounded by cold spots. They appear to be globes or waves of free-standing water among the flames. Water pockets subject intruders to the effects of the plane of elemental Water.

The heat of the plane of Fire causes water pockets to diminish in size (at a rate of about 10 feet in diameter per elemental day) and eventually evaporate. Such pockets are treated as oases by nonfire creatures—pockets have a 60% chance that nonnative elemental creatures are in residence.

Ooze Pockets: Pockets of para-elemental Ooze must be of sufficient size to maintain their existences against the baking heat. The surfaces of these pockets are treated as cold spots for their effects on travelers. The exteriors of ooze pockets form a crust of dried mud that breaks easily if touched. Those entering pockets of ooze suffer the effects of entering that para-plane. There is a 30% chance of nonnative creatures using pockets as bases, including creatures from the plane of Ooze.

Ice Pockets: The rarest of the para-elemental pockets, the phrase "an ice pocket's chance in elemental fire" is known in some form or another throughout the planes. The areas surrounding ice pockets are cold spots. There is a 40% chance that these areas are the lairs of creatures native to the plane of Ice.

Creature Encounters

Most creatures of the plane of elemental Fire are made of the same material as their surroundings, but they are detectable as separate entities by the colors of their flaming surfaces. If they remain in place, elemental creatures are not invisible (as creatures of elemental air would be) but are rather *hiding in shadows* as a thief of the same level as their hit dice.

Creatures native to the plane of Fire seem to be constructed of smaller elemental shapes that compose the entire body. Some of these shapes are vaguely humanoid, others resemble animals or monsters, and some look like wheeling arches of flame, fiery torii, and flaming spirals.

All creatures native to this plane are immune to the effects of their home plane and to the effects of fire or heat anywhere in the inner planes. They can be affected by fire-based attacks (though to a lesser degree) if found on planes other than the inner. They

are affected by a lowering of temperature, such as found in cold spots and the quasi-plane of Ash and by the effects of water and ice. Temperatures lower than 100 degrees Fahrenheit inflict 1d2 points of damage per round to a creature of elemental fire. Spells and items that create or use water inflict damage at a rate of 1d6 points per quart of water used. Elemental fire exists without need of air or combustible material, so removing these materials has no effect on creatures made of this element.

On the following sample encounter chart, roll 1d8 and 1d12 to get a number between 2 and 20.

Fire Encounter Chart

D8 + D12 Roll	Number	Creatures Encountered	Notes
2	1	Imix**	FF
3	1-3	Flame Ropers *	MM*
4	1-4	Flame Leucrotta*	MM*
5	1	Flame Otyughs*	MM*
6	2-12	Phantom Stalkers*	FF
7	2-8	Grues, Harginn*	MMII
8	2-12	Magmen*	MMII
9	2-20	Fire Bats*	MMII
10	3-30	Azer*	MMII
11	4-24	Elfreeti*	MM
12	4-12	Fire elementals*	MM
13	4-40	Salamanders*	MM
14	1-6	Smoke para-elementals	MMII
15	1-6	Magma para-elementals	MMII
16	2-12	Flame Griffons*	MM*
17	40-400	Flame Goblins*	MM*
18	1-4	Flame Phase Spiders*	MM*
19	5-50	Flame Quippers*	FF*
20	1-10	Flame Aarakocra*	FF*

Notes:

- * Indicates native to the plane of Fire
- ** Fire elemental prince of evil

MM = Creatures from *Monster Manual*

MMII = Creatures from *Monster Manual II*

FF = Creatures from the *FIEND FOLIO* tome

MM* = Creatures have stats, appearances, and abilities similar to those of the listed creatures from *Monster Manual*

FF* = As MM*, but creatures being duplicated are from the *FIEND FOLIO* tome

Magic in the Plane of Fire

Magic in the plane of Fire follows the general rules for the inner planes in terms of the spells that can be cast. Materials created by spells (ice, water, earth, etc.) are immediately affected by the heat and fire of the plane unless cast within an area where such substances can exist. A *create water* may be cast, but that water turns to steam in one round. Similarly, spells cannot affect what does not exist: A *move earth* spell is not effective unless a pocket of elemental earth is present. *Control winds* and *control weather* spells do not function in the thin atmosphere of the plane of elemental Fire (though they do work in pockets of elemental air).

Features of Elemental Fire

The Elementals: Creatures made of elemental fire have a wispy substance and appear to be constructed of fiery shapes of various volumes, forms, and destinies. A single creature (such as the flame roper from the chart above) can differ in appearance from one time to another, from a white-hot beast resembling a tree to a dull-red spiral-shaped creature with radiating spikes of blue flame, for example. In both cases, the creature has the abilities of the roper known to natives of the Prime Material plane. Appendix II on page 120 gives notes to help the DM determine the appearances of inner planar monsters.

Creatures of pure elemental fire prefer the hot banks where there are few elemental pockets. Their favorite hang-outs are the super-heated hot spots, which exert a healing influence upon them. They avoid the cold spots and the intrusions of such rare substances as elemental water and para-elemental ice.

These creatures are generally hostile to Prime Material beings, which they perceive as little more than walking water bottles looking for an accident to burst. Those of low intelligence or higher can be recruited as elemental guides in return for rare or interesting combustible material. Creatures of elemental fire burn and consume this material for variety, much like those on the Prime Material use perfume or cologne.

Archmentals: Of the various elemental princes and other petty potentates of the plane of Fire, only Imix has been described. There are others of various alignments, intentions, and beliefs, but they have abilities similar to Imix's. The archmentals are considered Demi-Powers in their own planes.

Imix is said to make his fortress in the heart of a great active volcano, ringed with volcanic rocks and protected by frozen eruptions and explosion fields. Imix seeks out such pockets of unburnable basalt and other volcanic rock to add to the defense of his home. He is extremely paranoid about cold, ice, and especially water in his domain. His great cohort of a dozen fire elementals of maximum stats patrol his borders constantly, seeking any who dare to disturb the slumber of their lord. Those who seek out Imix are warned that there are easier ways to achieve destruction.

Kossuth: The tyrant-king of all elementals is known by many names, all of which sound like the rush of super-heated air from a foundry or the crackle of lesser matter being incriminated. Kossuth dwells in a palace built of elemental fire in a hot spot at the center of the plane. The heat here is so intense that even creatures totally immune to flame, such as fire elementals, take 1d2 points of damage per turn unless protected by Kossuth.

Kossuth is quick to judge, and his judgments always revolve about what is best for his dominion in general and himself in particular. He expects absolute honor and loyalty from all who serve him, and has been known to overwhelm those who displease him, elemental and prime traveler alike, with the power of his flames. Kossuth is a Greater Power, the primal power behind all flame, and as such is unslayable in his home plane and has all the abilities afforded a Greater Power in Appendix IV (page 124).

The Efreet: The efreet are said to be made of basalt, bronze, and solid flames, but whatever their makeup, they are massive, solid creatures. Efreet are immune to the effects of normal and magical fire on their home plane. Their chief home is their great citadel, the City of Brass, but there are numerous other efreet-operated outposts throughout the plane of Fire.

An efreet outpost is a haven for 4d10 efreet and is run as a military outpost to watch or harass other movement in the plane. These outposts are run by a malik or vali of maximum normal hit

points, and in addition may (10% chance) be temporary homes for 1d4 jann or 1d4 dao (the only other types of geniekind the efreet tolerate). Outpost forces are primarily directed against incursions from the plane of elemental Air, but can be directed against any travelers deemed suitable for threats and robbery.

Efreet are neutral, but they tend toward organization and evil and selfish acts in their behavior. They are ruled by a grand sultan who makes his home in the City of Brass. There he is advised by a variety of deys, amirs, and maliks on actions within the plane, and by six great pashas who deal with matters of efreet business on the Prime Material plane.

The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is often bordered by seas of para-elemental magma and lakes of glowing lava. The city itself is 40 miles across, its base a hemisphere of golden, glowing brass. From the upper towers rise the minarets of the great citadel of the Sultan's Palace. Great riches are said to be in the palace of the great sultan. The city has an efreet population that outnumber the great cities of the Prime plane; the sultan wields the might of a Greater Power, while many of his advisors are akin to Lesser Powers and Demi-Powers.

Fire elementals tend to avoid the efreet, whom they feel are oppressive and opportunistic. Djinn hate them, and there have been numerous djinn-efreet invasions of each other's planes. Efreet view most other creatures either as enemies or servants, a view that does not endear them to the rest of geniekind.

Azer: These honorable creatures mine the basalt rocks that survive in the pockets of elemental earth. They build large towers throughout the plane of Fire. Azer work metals more than any of the other fiery races. It has been conjectured that it was the azer who laid the metallic foundations of the City of Brass, but this is only speculation by those who have witnessed their handiwork. Unlike other elemental beings of flame, the azer have no more fear of ice and water than a blacksmith does of his forge—they regard these hostile elements as tools to aid in their work.

Azer towers are home to up to 30 such creatures, usually one or more family groups. All azer swear fealty to Amaioun, the legendary king of the race. The king makes no set abode, but travels from tower to tower with his court of nobles (even on occasion leaving the plane entirely on hunts and researches). While at a tower, there are feasts and dances topped off by the revelation of wondrous discoveries by Amaioun and other azer researchers on the plane of Fire and other planes.

There is no love lost between the azer and efreet. The azer regard the efreet as cruel, tactless, and slippery in their dealings. The azer trust any elemental traveler once, but if a traveler earns the displeasure of the azer, all azer citadels react hostilely to him.

Hooks and Bubbles: Hooks and bubbles resemble (and have the same effects as) those on the plane of Air. They are less common; hooks are usually after phantom stalkers or fire elementals.

One dangerous item unique to the plane of Fire is the spiraling flame, a phenomena that captures the elemental, places his reduced form into a small container, and casts that container into another plane. Its effect on intelligent creatures is as follows: Those witnessing the spiraling flames must roll a successful saving throw vs. spell or be *charmed* and immobile. A *charmed* victim is drawn into the spiral in 1d6 rounds. The only escape is for an ally to discover the container and release the victim.

Creatures thus captured are treated as an efreet caught in an *efreet bottle*. There is thought to be only one of these devices of spiraling flames; it has proved as powerful as an artifact in attempts to destroy it. Fortunately, it apparently cannot leave the plane of elemental Fire.

THE PLANE OF ELEMENTAL EARTH

Of the four major elemental planes, it is earth, not fire, that is the least hospitable to travelers. Elemental earth cannot be breathed by atmosphere-requiring travelers, and the very solid mass of the plane prevents the normal traveler from entering. Air, water, and fire all part for the traveler, but the building blocks of the elemental plane of Earth form a solid wall against intruders. Only one god from the *Legends and Lore* tome inhabits the plane of Earth: Geb of the Egyptian mythos.

A traveler is normally restricted to moving in the Border Ethereal until a safe area to enter can be found (usually a pocket of another elemental material that permits the traveler to enter). The traveler can also employ spells that force an open area (such as *stone shape*) or that permit the traveler to walk through solid material. Those who pass into the plane of Earth find themselves totally enclosed in densely packed earth. The plane of Earth is colored with streaks of dark greens, mud browns, and granite greys. Bands of color drift past the eyes. What little air there is smells of stone dust and damp calcium deposits. Only when an elemental pocket is reached does the plane of Earth resemble

anything familiar to the traveler; elsewhere there is the feeling of being buried alive.

This enclosed nature of the elemental plane of Earth is most true at its centermost heart. Toward its borders with other planes, its nature alters slightly. Toward the plane of Fire, the cool stone warms and finally becomes hot and viscous, giving way to the plane of para-elemental Magma that separates Earth from Fire. In the opposite direction, the earth and stone becomes wetter, cooler, and more pliable the plane of para-elemental Ooze is reached. As the traveler moves toward the Positive Material plane, bands of crystal become more common, as well as ore-bearing rocks, until finally the plane of Earth gives way to the quasi-elemental plane of Minerals. Toward the Negative Material plane, the soil begins to dry out and fall apart, until the traveler arrives at the barren plane of quasi-elemental Dust. For the traveler to reach any of these bordering lands, the ability to move through the stone and rock of elemental earth is required in addition to a guide that knows which way to go.



Survival in the Plane of Earth

Pressure: The greatest danger to the traveler who materializes in the plane of elemental Earth is the sheer pressure of the rocks surrounding him. Those luckless souls who wander into the plane without adequate protection find themselves caught like flies on gummed paper, unable to move, and if movement is required to return to the Ethereal plane, unable to leave. The pressure of the rock around the traveler inflicts 1d2 points of damage per turn, though the high-level traveler may expire from other forces before facing doom from this hazard.

Breathing: There is no atmosphere in the plane of Earth, save in pockets of elemental air and other materials that exist within the area. Travelers in this plane are advised to bring spells or devices that eliminate the need to breathe or convert the elemental earth to a breathable material (*airy element*, for example). Those who must breathe in the plane of elemental Earth suffer the effects of suffocation and eventually perish (the effects of holding one's breath are described in the DSG, page 12).

Vision and Senses: The traveler in elemental Earth is blind because of the solid mass around him, unless he possesses some method (such as a *ring of X-ray vision*) to see through the solid earth and stone. Hearing, on the other hand, is improved and the traveler can detect even the passage of ethereal or phased creatures through the stone. Any movement within 6" of the traveler is detectable, though the exact nature of what is making the noise is unknown.

Movement in the Plane of Earth

The problem with movement in the plane of Earth is just the opposite of that in the plane of Air. In the plane of Air, solid objects are few and far between, and the danger is of falling too fast. In the plane of Earth, there is no partable medium for the traveler to pass through (whereas air, water, and fire all part for the passage of a solid creature). The idea of a down direction has no meaning, since physical objects remain stuck in place.

There are several special ways of moving about the plane of Earth, some of which have been mentioned above. Most travelers with a choice remain in the Ethereal plane until they find a suitable elemental pocket they can enter. Others use the *passwall* or similar spells to force passage or a *stone shape* to create a physical hole large enough to survive in. The *airy element* spell enables the traveler to breathe, but does not permit movement through the plane. Changing shape into a creature of elemental earth provides the traveler with the necessary ability to move through the plane (see *Creature Encounters* on page 44).

It is possible to move through the plane of Earth by brute force as well as by mining. Sections of elemental earth consist of randomly placed very soft, soft, hard, and impenetrable materials, depending on the area as determined by the DM or dice roll.

- 1-3 Very soft rock and earth—minimum of 15 Strength to move. Movement rate is one foot (actual, not scale movement) per turn.
- 4-6 Soft Rock—minimum of 18 Strength to move. Movement rate is one foot per turn.
- 7-9 Hard rock—minimum of 19 Strength to move. Movement rate is one foot per turn.
- 10 Impenetrable rock—minimum of 23 Strength or the abilities of Lesser or Greater Powers to move. Movement rate is one foot per turn.

Parts of the elemental plane of Earth can be mined as described starting on page 48 of the DSG. The miners must have sufficient room to swing their tools and dispose of the excess earth.

The easiest method of movement is to rely on an elemental guide from the plane of Earth. These natives move through the earth at their usual rates (given in the monster books) without difficulty and can extend that ability to other creatures they are touching.

Encounters in the Plane of Earth

Travelers in the plane of Earth have a 1 in 10 chance of an encounter every four hours. The type of encounter is rolled below:

- 1-5 Elemental Phenomena
- 6-35 Elemental Pocket
- 36-00 Creature Encounter

Elemental Phenomena

The solid nature of the plane of Earth means that not only are phenomena few and far between, they are also difficult to spot until you are right on them. Roll on the following table to determine the type of encounter.

D12 Roll	Effect
1-4	Earthquake
5-6	Fault Line
7-8	Volatile Gas Pocket
9	Mineral Vein
10	Fossils
11	Imprisoned Creature
12	Vortex to a Prime Material Plane

Earthquake: The solid mass of the plane of elemental Earth does move, but it is a very slow, high-pressure movement punctuated by sudden shifts and fracturing.

Each time the structure of the plane shifts or fractures, there is an earthquake. Roll 1d10 to determine the severity of the quake. An earthquake may be light (1-4), medium (5-8), or severe (9-10). Those caught in an earthquake suffer 4d6 points of damage if the quake is light, 8d6 if medium, or 8d6 if severe. A traveler who is passing through the plane (tagging onto the coattails of an elemental guide) must roll a successful saving throw vs. spell or be flung back into the elemental earth. A character who fails the saving throw suffers the quake damage and is trapped in the earth unless he can move on his own (or if he can convince the elemental guide to rescue him). A being in an elemental pocket during a quake suffers as if he is in that element in the Prime Material during a quake (see WSG pages 78-79).

Fault Lines: A fault line is a naturally occurring opening in the plane of elemental Earth. It is not an elemental pocket. A fault line usually has a breathable atmosphere and available water (often provided by a higher power or from a nearby elemental pocket). A fault line is always inhabited, though it can be home to both elemental and non-elemental creatures that have found their way here. Inflicting severe damage to the terrain (such as a *move earth*, *earthquake*, or even unbalancing the rock through a *stone shape*) can set off an earthquake (10% base chance).

Volatile Gas Pocket: This is not an elemental pocket, but a bubble in the rock filled with hazardous gases that have seeped

through the earth from other locations (such as pockets of fire). A gas pocket is either poisonous (60%) or poisonous and explosive (40%). The poison functions as a *cloudkill* spell in the pocket. An explosive pocket contains poison, but it also explodes if exposed to open flame. This explosion inflicts 8d8 points of fire damage to all within and has a 30% chance of weakening the pocket's walls such that an earthquake collapses the pocket.

Mineral Vein: The traveler stumbling upon a mineral vein suddenly notes the copper glint in the stones about him, or confronts an outcropping of gemstones or mithril. The type and amount of minerals available can be determined from pages 50-53 of the *DSG*. On the down side, natives of the elemental planes take a very dim view of outlanders depleting their natural resources (and in some cases, their food supply). Large-scale mining operations have never been possible in the plane of Earth.

Fossils: As mentioned before, it is common for a traveler to become trapped in the plane of Earth through mischance or evil intention. Owing to the nature of the plane and the rapid passage of time, such trapped creatures often die and their remains are quickly fossilized by the surrounding rock. Roll for the type of creatures.

1-30	Prime Material Creature
31-90	Human Traveler
91-100	Outer Planar Creature

There is a 20% chance that a fossil has been converted into precious minerals in its fossilization process. Creatures do not have any special additional materials, though human travelers so found are armed and armored as they were when alive (magic survives the fossilization).

Imprisoned creature: This creature is still alive, though unable to move. It is willing to deal for its life with passing travelers or elementals. Use the preceding table to determine the type of creature, but the nature of any dealings are left to the DM.

Vortex to a Prime Material plane: A vortex in the plane of elemental Earth appears to be terrain continually sucked into a deeper cavern. Only a small amount of elemental matter travels into the Prime plane, and only a small amount of Prime plane individuals and matter return, but the way is open for creatures and travelers to move between the two. A vortex of this type usually comes out deep beneath a chain of mountains still in the process of rising, though there may be caverns and underground civilizations nearby. It is through these vortices that the dao make their contacts with the races of the Underdark and engage in their unholy trades. Travelers should note that there is a chance (always determined by the DM) that the Prime plane reached in this fashion may not be the Prime plane of the traveler's origin.

Elemental Pockets

Pockets of other elements in the plane of Earth account for much of the inhabited area of the plane.

D20 Roll	Type of Pocket
1-2	Air Pocket
3-4	Fire Pocket
5-6	Water Pocket
7-8	Magma Pocket
9-10	Ooze Pocket
11	Dust Pocket
12	Mineral Pocket
13	Smoke Pocket

14	Ice Pocket
15	Vacuum Pocket
16	Ash Pocket
17	Salt Pocket
18	Lightning Pocket
19	Radiance Pocket
20	Steam Pocket

All elemental pockets tend to have an irregular shape; they vary in size according to the pressure of the rock around them.

Air Pocket: This appears as a dry cavern without natural water. It lacks the features normally found in caverns, such as stalagmites and columns, which are formed by water running through the stone. An air pocket is hospitable and lightless, and those within may move and act as in the plane of elemental Air. There is a 80% chance that any air pocket is occupied, either by creatures of Earth (30%), creatures of Air (30%), or by other planar travelers using the pocket as a waystation (40%).

Fire Pocket: The earth around a fire pocket is much warmer than that in the rest of the plane. The rock remains solid and there is a clear boundary between elemental earth and the pocket. Those who cross this boundary into a fire pocket suffer all effects of entering the plane of Fire. There is a 30% chance that a fire pocket is the lair of fire-dwelling creatures.

Water Pocket: A water pocket is totally filled with water—no air space. Those who enter a water pocket are affected as if entering the plane of Water. A water pocket is often (50% of the time) inhabited by creatures of the plane of elemental Water.

Magma Pocket: The earth around a magma pocket is very warm, similar to the effects of a fire pocket. In the case of a magma pocket, however, the rock itself liquefies and becomes red hot. Those who enter a magma pocket suffer the effects of entering the plane of para-elemental Magma. A magma pocket is occasionally (20%) home to creatures from the plane of Magma.

Ooze Pocket: The rock near an ooze pocket becomes wetter and more clinging to the passing traveler (though easier to dig through—more like soil than rock). The pocket itself has a quicksand-like consistency and the traveler suffers the effects of being in the plane of para-elemental Ooze. Twenty percent of the time, an ooze pocket is inhabited by creatures native to that plane.

Dust Pocket: A dust pocket is surrounded by earth that is drier and less cohesive than in the rest of the plane. Those who press on past this point do so at their own risk, as entering a dust pocket is equivalent to entering the plane of quasi-elemental Dust. There is a 10% chance of inhabitants from the plane of Dust.

Mineral Pocket: A pocket of quasi-elemental minerals has all the effects of a mineral vein. In addition, the vein has suitable excess space for the traveler to rest or begin mining operations. A mineral pocket is a treasured find, however, so there is an 80% chance that it is guarded, either by creatures from the plane of Earth (40% chance) or those from the plane of Minerals (60% chance).

Smoke Pocket: This is similar to an air pocket filled with thick, acrid fog. Entering this pocket has the effects of wandering into the plane of para-elemental Smoke. There is a 10% chance a smoke pocket is occupied.

Ice Pocket: The elemental earth around an ice pocket becomes first clammy to the touch, then cool, and finally freezing as tendrils of ice intrude into the elemental stone. Travelers entering an ice pocket are faced with solid pockets of ice, much like a water pocket is filled with water. There is a 10% chance of inhabitants from the plane of Ice in an ice pocket. In general, trav-

EARTH (Combat)

elers use these pockets as sources of water.

Vacuum Pocket: This looks like a dry cave, except that there is no air. There are no inhabitants.

Ash Pocket: An ash pocket is similar in appearance to a pocket of dust, save that the surface is drier, grayer, and absorbs heat as if the traveler entered the plane of quasi-elemental Ash. This pocket is not inhabited on the plane of Earth.

Salt Pocket: Similar to a pocket of dust, a salt pocket is cooler and absorbs water in the same fashion as the plane of quasidelemental Salt. A salt pocket is rarely (5%) inhabited—always by creatures of that plane.

Lightning Pocket: A pocket of quasi-elemental lightning resembles that of para-elemental smoke, but the atmosphere is breathable and comfortable. Those who enter this pocket are subject to lightning strikes (20% chance each turn of such a bolt). If a pocket is the home of a creature (5% chance), the creature is from the plane of quasi-elemental Lightning.

Radiance Pocket: A pocket of radiance has smooth borders and generally forms spherical or ellipsoid bubbles of radiant force. The borders of this pocket function as *prismatic sphere* spells when travelers attempt to cross. The conditions inside a radiance pocket duplicate those in the quasi-plane of Radiance. There is a small (5%) chance that a pocket is occupied by a creature native to that plane.

Steam Pocket: Similar in appearance to a smoke or lightning pocket, a pocket of quasi-elemental steam affects intruders as if they had entered the plane of Steam itself. A steam pocket is sometimes (10%) inhabited by creatures from the plane of Steam.

Creature Encounters

Most creatures of the plane of elemental Earth are of that material: great rock-like creatures, stone-work versions of prime material creatures, or crystals twisted into weird animated shapes. They are easily detectable when in motion, but when halted and hiding, they are treated as thieves of the same level as their hit dice for *hiding in shadows*.

Belongs native to the elemental plane of Earth are immune to the effects of earth-modifying spells (including *earthquake*, *move earth*, and *stone shape*) while on any of the inner planes. They can be affected while on the Prime Material plane as noted in their descriptions in the monster books. Those that mimic, duplicate, or copy the forms of Prime Material creatures have Armor Classes that are 2 factors better than their Prime Material counterparts (for example, an earth minotaur is AC 4 rather than the AC 6 of a normal minotaur).

All creatures native to the elemental plane of Earth, as well as its para- and quasi-planes of Magma, Ooze, Minerals, and Dust, have a special permanent *passwall* ability (as the spell) that permits them to move through the elemental earth. Creatures from other planes do not have this ability. It only works when these creatures are in the inner planes, but it is conferred upon others who are in physical contact. The elemental creatures from these planes treat the plane of Earth as if it were the Ethereal for purposes of movement. *

Earth Encounter Chart

D8 +	D12 Roll	Number	Creatures Encountered	Notes
2	1	1d10	Earth Pegasi	MM*
3	1	1d8	Earth Giants (Frost)	MM*
4	2	2d6	Sandlings	MMII
5	4	4d6	Pech	MMII
6	2	2d6	Xaren	MMII
7	3	3d6	Crysmals	MMII
8	2	2d2	Greater Basilisks	MMII
9	4	4d6	Dao	MMII
10	4	4d3	Earth Elementals	MM
11	4	4d8	Xorn	MM
12	1	1d3	Earth Bears (black)	MM*
13	1	1d4	Earth Jackals	MM*
14	1	1d4 + 1	Chaggrin (elemental grue)	MMII
15	3	3d6	Khargra	FF
16	1	1d10	Lava Children	FF
17	1	1	Giant Earth Slug	MM*
18	2	2d6	Wraiths	MM
19	1	1d6	Dune Stalkers	FF
20	1	1d20	Earth Treants	MM*

Notes:

MM = Creatures from the *Monster Manual*

MMII = Creatures from the *Monster Manual II*

FF = Creatures from the *FIEND FOLIO*® tome

MM* = Creatures have the stats, appearances, and abilities of the listed creatures from the *Monster Manual*

Combat in the Plane of Earth

Combat in this elemental plane is greatly hampered by its solid nature. Combat can take place in an elemental pocket, or if at least one of those involved in the combat has the ability to move through the plane in the manner of natives of the elemental plane of Earth.

Unlike travelers in the Border Ethereal, travelers passing through the plane are both visible and accessible to individuals who are materially inside the plane. The ability to *passwall*, whether by spell or natural ability, does not confer invulnerability to attack. Creatures that are passing through the plane can attack each other and gain all benefits from their weapons and armor (assuming they can move).

A great disadvantage to combat in the plane of Earth is that most nonnatives are blind here and thus attack with a -4 penalty to hit. Creatures native to this plane and its para- and quasi-planes have senses that permit them to detect vibrations in the earth and stone and they suffer no penalty to hit in these planes.

Given the restrictions of vision, missile fire and other distance attacks do not normally function in the plane of Earth, though there can be exceptions to this rule. Missile combat is possible in some elemental pockets, such as pockets of elemental air, within the limitations common to all the inner planes.

Magic in the Plane of Earth

Magic functions with the restrictions listed in the notes on magical effects (page 27), with the following additional effects in the plane of Earth.

Most spells require a line of sight to the target at the time of casting. This is impossible in the plane of Earth unless the caster

has a means to see through the earth and rock. Unless the caster is able to see the target, the only usable spells are those that have a range of 0' and those that the spellcaster can cast on himself.

The compact nature of elemental earth does not stop the effects of spells that create specific items (such as *create water* or *wall of iron*). However, the elemental stone is not moved by these creations, and any items so created are mixed with earth and stone, filling in any small crevices between the large pieces. A *wall of iron* looks more like a vein of iron, while created water drains off, perhaps creating a natural pocket of mud.

Features of Elemental Earth

Elementals: Most elemental creatures are hostile at worst (or uncaring at best) toward humanity and other Prime Material beings. The elementals of Earth are more so than is normal, owing to the fact that most travelers cannot pursue them far into their own plane. They generally prefer to be left alone, but serve as elemental guides provided the price is right (and the more intelligent elemental creatures drive a hard bargain indeed). The only good things to be said about earth elementals are that they are strong and their normal interests lie in something that adventurers usually carry—gems.

Elemental creatures and monsters come in a wide variety of forms—usually large, blocky creatures filled with angles and sharp edges. Using their passing ability to reach parts of the plane unreachable by lesser mortals, the elementals prefer a quiet existence.

Archomental: Of the various petty rulers of Earth, only one has been previously described in detail: Ogremoch, prince of the evil earth creatures. This powerful and deadly entity is reported to live in a great flat-topped mountain in the denser regions of the plane of Earth. Actually this great mesa thrusts upward within the largest pocket of vacuum known to exist on the plane of Earth. Ogremoch is continually thinking of long-term problems, such as the possible effects of erosion on his citadel, as opposed to matters at hand. This makes his actions very confusing to outsiders as Ogremoch is not only planning for his next project, but three schemes beyond that, even if such planning hampers or undermines his present plans. As a result, Ogremoch has an undeserved reputation as befuddled and slow. The truth is that those who oppose him are crushed flat as quickly as those who challenge him, but only once Ogremoch has determined they would have no future use.

Other archomental of Earth have similar stats to Ogremoch, though their temperaments vary from individual to individual. Archomental of Earth are considered demi-gods for purposes of powers on their own planes (see page 124).

Grumbar: Grumbar is the largest and most powerful of the true elementals of Earth. Grumbar's body takes up a great portion of the plane about him, such that some have described him as a mountain-sized juggernaut. Grumbar is said to be physically part of the plane near him so that only a small portion of him is distinguishable from the earth around him. This may be true, as only those who have been granted an audience with Grumbar have ever found the great being. Those air-breathers who have been fortunate enough to gain such a meeting are issued into a pocket of air facing a mile-high wall. Grumbar's face (which is different for each visitor) is said to materialize in that wall. Presumably other elemental pockets exist for audiences with creatures that are common to other elemental planes.

Grumbar can raise and move stone with his thought and can

build citadels overnight. He does not bargain, so the traveler who seeks him out should be prepared to agree to his terms, or decline and never return. Grumbar is a Greater Power, the full force of earth and all the might within it. He has all the powers afforded a Greater Power in Appendix IV on page 124.

The Dao: The dao are the geniekind of elemental Earth. The hatred and fear they inspire in djinn and marids rivals that of the better-known efreeti. Like the other genies, the dao tend to settle pockets of other elemental matter, bending it to their wills and desires. Dao mazes twist throughout the plane of Earth, and all are said to connect with the Great Dismal Delve that is their home.

A dao mazework contains 4d10 of the creatures, as well as twice that number of elemental and non-elemental slaves—vassals, servants, and miners to continue to expand and control their realms. Each mazework is ruled by an ataman or hetman who acts on advice from a seneschal. The loyalty of the ataman of a dao mazework to the Great Dismal Delve is always questionable, but the seneschals are always chosen by the khan of the Dao, and their loyalty is to him alone.

The khan of the dao lives at the center of the great underground mazework called the Great Dismal Delve. The land within the delve is said to be larger than most Prime Material continents. The Great Dismal Delve is linked to all manner of pockets, so the Khan can call forth whatever powers he needs. The population of dao in the delve is unknown, as is the number of slaves that continually work the tunnels and clear away damage from quakes.

The dao manage a thriving business of trade, driven by their desire for more power, their access to precious gems, and their naturally callous attitude towards others. High on their list of hatreds are most other genies (except efreeti, who trade worked metals for minerals). Slightly behind are other elemental creatures, whom dao value only if they can exploit them in some fashion.

Spell Effects in Elemental Earth: Spells cast from the Prime Material plane that affect the plane of elemental Earth have a special appearance. Those that conjure or summon creatures from this plane appear as great silver doorways with four, five, or six sides. These doorways have the effect of a *charm* spell on the type of creature they are summoning or conjuring. Should a traveler pass through the doorway, he is brought to the conjurer and in all ways treated as a conjured (and perhaps controlled) creature.

The *contact other planes* spell creates bubbles similar to those found in the plane of Air, save that these bubbles are translucent and more angular (like a many-sided die). If these bubbles are touched, their effect is as in the plane of Air.

THE PLANE OF ELEMENTAL WATER

The plane of elemental Water is an ocean without a surface, a vast expanse that extends in all directions without reaching air above or solid bottom below. The pressure of the water is uniform in all directions and equivalent to that several feet beneath the surface of a Prime planar ocean. The entire region is illuminated by soft light: glowing blues and greens that seem to radiate from the water itself. Elemental Water is less harsh than the planes of Fire and Earth, though not as accessible as the plane of Air. The plane of Water is the home of elemental creatures such as the water weird, the nereid, the triton, and the realm of the marid. While not a popular location for deities, the plane of Water is the base for such as Tefnut of the Egyptians, Ahto of the Finns, and Bliibdoolpoolp of the kuo-toans.

The traveler entering the plane of Water feels surrounded by the softly resilient element. Sight is muffled by the surrounding liquid, though sounds carry greater distances. Bubbles of air, floating chunks of rock, and even an occasional free-standing ball of fire survive in this cool plane. Unless the traveler has some method of breathing in this plane, however, these sensations may be the traveler's last.

At its heart, the plane of Water is clear water, brilliantly green and fresh. As the traveler moves away from that center, the nature of the plane changes. Toward the plane of Earth, the amount of debris and sea-borne muck increases until movement is hampered by wading through the muck, and the plane of para-elemental Ooze is reached. In another direction, toward the plane of Air, the water grows chillier and fragments of ice appear and grow until the entire horizon is filled with the wintry white solid mass of the plane of para-elemental ice. Toward the Positive Material plane, the water becomes warmer and more agitated until the cohesiveness between water molecules breaks down and the plane of quasi-elemental Steam is reached. Finally, as the traveler moves toward the Negative Material plane, the water begins to evaporate, leaving a saltier and saltier mixture until the traveler finds himself in the plane of quasi-elemental Salt.

Traveling through the plane of Water is best done with an elemental guide of Water or one of its associated para- or quasi-planes. A traveler seeking to find his way without a guide courts disaster among the changing currents and murky depths of the plane of Water.



Survival in the Plane of Water

Breathing: The greatest hazard this plane presents to the Prime planar traveler is drowning in the elemental liquid. An unprotected character can hold his breath for 1/3 his Constitution score (rounded up) in rounds, with the following modifications:

- The time is halved if the character is performing strenuous activities or is heavily encumbered.
- The time is halved if the character did not get to take a full breath.

For every round beyond the limit for holding breath, the character must roll a Constitution Check each round, with penalty that increases by -2 for each round after the first. Failure in any check results in death by drowning.

Fortunately, there are a number of items and spells that can help the traveler to survive in this plane, including *potions of water breathing* and spells such as *airy water* and *water breathing*. The most useful item of a permanent nature for the traveler in this plane is the *ring of water breathing*, or a similar device that does not have a time limit to it. Failing this, the ability to polymorph or shape change into a fish or other water-breathing or nonbreathing creature is of great aid.

Vision and Senses: The clearest of water reduces sighting distances to 60 feet maximum. Further, the varying temperature of the water inhibits the use of infravision, so that it is no more useful than normal vision in this plane.

Movement in the Plane of Water

Movement in the plane of Water is similar to that in the other elemental planes. The traveler can move normally (walking, flying, etc.) at his usual rate of speed. The character can also choose a down direction and fall (sink, really) in that direction. Sinking is a pretty safe mode of locomotion, as the maximum rate is 200 feet per round. Damage for hitting a solid object while sinking is 1d6 for every 10 feet traveled, to a maximum of 6d6.

Just as it is possible to sink downward, it is also possible to rise by touching an object that is significantly lighter than water (a chunk of elemental ice, or a waxed canvas sack filled with air). Rising objects move at a maximum rate of 400 feet per round. (Recall that without sentence in the area, chunks of ice simply hang motionless in the elemental ocean.) Once an intelligent or magical aura is near it and that aura determines a downward direction, the ice rises in the opposite direction.

Finally, those individuals with swimming movement move at twice their normal rate in the plane of elemental Water.

Encounters in the Plane of Water

Travelers in the plane of elemental Water have 1 in 10 chance of an encounter every four hours. The type of encounter is determined from the following table:

1-10	Elemental Phenomena
11-25	Elemental Pocket
26-50	Creature Encounter

Elemental Phenomena

Determine type of elemental phenomena from the following table:

D12 Roll	Effect
1-3	Steam Current
4-5	Whirlpool
6-8	Ice Floe
9	Tidal Bore
10	Silt Flow
11	Airy Water Pocket
12	Vortex to a Prime Material Plane

Steam Current: This is a wave of hot, bubbling water coming off the borders with the plane of Steam. It is undetectable and invisible until it is on top of the travelers. The heat of a steam current varies in damage from one to eight six-sided dice (1d6 of d6s). Any individuals with protection from fire or heat are safe from the effects of the steam.

Whirlpool: Easily recognized and best avoided, a whirlpool is a free-standing disk of spinning water that often leads to another part of the plane. Those entering a whirlpool must begin their journeys anew, but if they employ an elemental guide, the time is halved. Unfortunately, a good deal of debris from other planes gathers in a whirlpool, so each character must roll a successful Dexterity Check or suffer 1d10 points of damage from being jostled about.

Ice Floe: An ice floe is easily spotted and becomes more common as the traveler approaches the plane of Ice (treat steam current encounters as ice floes if the plane of Ice is the destination and the travelers are at least halfway to their goal). An ice floe chills the water so that unprotected individuals suffer 1d4 points of damage per round. An ice floe can be used as a fast means of transportation in the plane of Water.

Tidal Bore: Like a steam current, this is an area of fast-moving water that is invisible and impossible to avoid. A bore lasts for 2d10 turns. Those caught in a bore must roll a successful Dexterity Check or suffer 1d10 points of damage. Worse still, a tidal bore encounter can cause an elemental guide of average intelligence or less to become separated and wander off. In any event, the travelers must begin their journey again. Make another encounter roll when the storm diminishes.

Silt Flow: This is a easily-noticed muddy current of water, either brine from the borders of the plane of Salt, mud from the edges of the plane of Ooze, or merely elemental dirt and earth that have been long since eroded off a long-gone island. The flow moves slowly and is easily avoided, but it sometimes (40%) masks the presence of a water elemental. Within the flow, sight is reduced to 20 feet.

Airy Water Pocket: This rare phenomenon is greatly appreciated by travelers facing death by drowning. It is a naturally occurring sphere of water that has the effects of an *airy water* spell within its confines. Unlike the spell, however, those within have no control over the movement of the globe.

Vortex to a Prime Material plane: This resembles a whirlpool as it is a flattened disk of moving water. At the center of this disk is a darkened sphere, the vortex itself, that leads to a Prime Material plane. The vortex usually emerges as a free-standing maelstrom in the ocean, in a lake deep beneath the earth, or along the deepest trenches of the sea bottom. While a heavily armored traveler suffers no movement problems in the plane of Water, normal restrictions apply in Prime Material water. The DM must also determine whether the vortex leads to the traveler's Prime Material plane or an alternate Prime Material.

WATER (Encounters)

Elemental Pockets

Most pockets of other elemental material can be found in the plane of Water. Those of hostile elements, such as fire and magma, are very rare.

D20 Roll	Type of Pocket
1-3	Air Pocket
4-6	Earth Pocket
7-9	Ice Pocket
10-12	Ooze pocket
13-14	Salt Pocket
15-16	Steam Pocket
17	Vacuum or Lightning Pocket
18	Dust or Mineral Pocket
19	Radiance or Ash Pocket
20	Smoke or Fire or Magma Pocket

Air Pocket: A pocket of elemental air resembles silvery bubbles in the plane of Water. There is a 40% chance that it is occupied, but this can not be seen until the traveler is within five feet of the bubble. There is a 40% chance of an air pocket being occupied. The inhabitant is either an air-breathing traveler (20%) or a creature from the plane of Air (80%).

Earth Pocket: This is a rough island of elemental rock submerged in the borderless sea of the plane of Water. It is a base for creatures from the plane of Water 80% of the time. Twenty percent of the time, the rock is hollowed and serves as the lair of either air-breathing (30%) creatures or natives of the plane of elemental Earth (70%).

Ice Pocket: An ice pocket is the plane of Ice's equivalent of an earth pocket. The inhabitants must be resistant to the cold, since an ice pocket radiates 1d6 points of cold damage per turn to all within 30 yards of the surface. There is a 20% chance that any ice pocket encountered is inhabited, either by natives of the plane of Ice (60%), air-breathing creatures (20%), or by creatures of Water (20%).

Ooze Pocket: This can come in a wide range of shapes, from spherical mudballs to irregular-shaped platters of silt. Those who enter a pocket of ooze suffer as if entering that plane. There is a 40% chance that the pocket is occupied by creatures from that para-elemental plane.

Salt Pocket: A salt pocket resembles an air pocket, but is filled either with highly acidic brine or stinging salts. In either event, entering this type of bubble delivers 2d12 points of damage per round to creatures of the plane of elemental Water and half that to creatures with water in their systems (including most Prime Material travelers). These pockets are always unoccupied.

Steam Pocket: A pocket of super-heated steam resembles a salt pocket or an air pocket. The water surrounding such a pocket is significantly warmer than normal for the plane. Those entering this pocket suffer the effects of entering the plane of quasi-elemental Steam.

Vacuum Pocket: This type of pocket is always unoccupied. It resembles an air pocket, but contains no air.

Lightning Pocket: This rare type of pocket is dangerous and the traveler does not need to enter to feel its effects. A silvery sphere 10d10 yards in circumference, it appears similar to an air pocket. The lightning pocket has a 1 in 6 chance per turn of electrifying the area around it up to twice its radius away. This charge inflicts 1d10 of six-sided dice of damage. Entering the sphere has the same effects as entering the plane of quasi-elemental Lightning.

Dust Pocket: Dust in the elemental plane of Water resembles a silt flow (see elemental phenomena). Vision is reduced as listed for that flow. In addition, there is a 40% chance that some creature of the plane of Water (20%) or Earth (80%) is lurking within that pocket of silt-like dust.

Mineral Pocket: A pocket of quasi-elemental minerals contains several small, spherical stone balls that are stuck together. Each ball has a 50% chance of retaining some momentum, so that touching it inflicts 1d6 points of damage. Within each sphere (there are 2d6 of them to a pocket) there can be any of a variety of materials:

D12 Roll	Material
1-5	Calcium or other mineral salt (no value)
6-8	Metal crystals of copper, iron, or gold; worth 100 gp per sphere
9-11	1d10 gems worth 100 gp each
12	1d6 gems worth 1,000 gp each

Radiance Pocket: A pocket of radiance in the plane of Water resembles a uniform shape, often a sphere, but sometimes a disk, hemisphere, or cube. Its sides are akin to a *wall of force* and cannot be seen through. Entering such a pocket affects the intruder as if entering the plane of quasi-elemental Radiance. Stones are told of powerful marids hiding treasures (and old enemies) in such pockets, but who knows how much truth there may be to these tales.

Ash Pocket: This resembles a silt flow (see elemental phenomena), but it inflicts 1d6 points of heat loss damage to living beings that enter the pocket. Creatures do not normally reside in this type of pocket.

Smoke Pocket: Though it looks like an air pocket, the material within a smoke pocket is a thick fog that affects the intruder as would the para-elemental plane of Smoke. Only very rarely (5% chance) are creatures of the para-elemental plane of Smoke present.

Fire Pocket: This type of pocket is rare in the plane of Water, since it can survive only in an area of *airy water* (see elemental phenomena). Those beings in the *airy water* borders are unaffected by the fire, while those that enter the fire pocket suffer the full effects of being placed in the plane of elemental Fire. There is a 40% chance that the pocket is home to fire-dwelling creatures (fire pockets are often used by efreet when they find it absolutely necessary to visit their marid cousins).

Magma Pocket: Like the fire pocket, a magma pocket is a rare occurrence here and can exist only inside areas of *airy water*. The pocket can appear as a single large sphere, or a conglomerate of head-sized, red-hot globules. Touching or entering these spheres has the effect of entering the plane of para-elemental Magma. If any globules of magma are somehow forced or thrown out of the area of the *airy water*, the rapid cooling causes them to explode, so that anyone within 6" suffers 3d6 points of damage from the fire attack.

Creature Encounters

Creatures from the plane of Water are usually made of elemental water. As creatures of water, they tend to blend into their surroundings as a *robe of blending*, though creatures native to the plane can always see other natives. Water elemental creatures have the ability to breathe water and are unaffected in their home plane by spells that affect water (the water weird cannot be slain by a *purify water* in its home plane). Water creatures are not more

susceptible to cold, earth-based, or air-based attacks than Prime Material creatures, but they are vulnerable to fire. All fire attacks on water elemental creatures inflict double damage and the creatures' saving throws suffer a -4 penalty (remember, however, the limitations on fire in the plane of Water).

Water animals and elemental monsters resemble their Prime Material counterparts, but their forms are indistinct and blurred by the passage of internal currents.

Water Encounter Chart

D8 +	D12 Roll	Number	Creatures Encountered	Notes
2	1		Charonadaemon	MMII
3	1d8		Giant Elemental Weasels	MM*
4	4d4		Giant Elemental Leeches	MM*
5	3d6		Jann	MMII
6	3d4		Water Weirds	MM
7	1d8		Ooze Para-Elementals	MMII
8	1d6		Ice Para-Elementals	MMII
9	4d3		Water Elementals	MM
10	4d6		Marids	MMII
11	4d10		Tritons	MM
12	1d8		Elemental Whales	MM*
13	1d4 + 1		Varrdigi (Elemental Grue)	MMII
14	2d6		Nereids	MMII
15	1d10		Human Party	V
16	1d20		Elemental Elephants (Asian)	MM*
17	2d6		Mud-men	MMII
18	1d3		Elemental Will-o-the-Wisps	MM*
19	1d4 + 1		Elemental Displacer Beasts	MM*
20	1		Eye of the Deep	MM

Notes:

MM = Creatures from the *Monster Manual*

MMII = Creatures from the *Monster Manual II*

MM* = Elemental water creatures with same stats and abilities as existing creatures in the *Monster Manual*

V = Visitors—require protection from the plane.

Combat in the Plane of Water

Limitations for combat in the plane of elemental Water are the same as for all inner planes, with the additional limitations placed on underwater combat in the *DMG* (page 56). Nets entangle but do not drag opponents to the sea floor (as there is no bottom in the endless sea of elemental water). The specially required crossbows function only if they fire magical bolts (otherwise the bolt hangs motionless once it leaves the bow).

Magic in the Plane of Water

Magic functions in the plane of Water under the limitations for all inner planes. Spells are affected in the plane of Water as they are in the seas of the Prime Material plane (see pages 57 of the *DMG* and 81 of *UA*), so that a *fireball* is useless due to the nature of water, rather than the effects of the plane. A *fireball* works normally in a pocket of air in the plane of Water.

A *contact other plane* spell directed into the plane of Water appears as a large silvery ball, about the size of a ripe cabbage. Each ball contains a question or series of questions from the plane. The effects of touching and breaking such a ball are the

same as in the plane of elemental Air.

Summoning/conjuration spells appear as shiny spheres, similar in size to elemental pockets, but these radiate golden, greenish, or bluish auras. Elemental creatures are affected as by a *charm* spell and attracted to the spheres. Marids, as noted, are generally immune to this type of request, though on occasion one pops through looking for deeds of glory. Should an elemental traveler step through such a border, he finds himself on a Prime Material plane (not necessarily his own). He is treated as a summoned creature for purposes of duration of the spell, his actions, and effects of other magic upon him.

Features of the Plane of Water

Elementals: Creatures of the plane of water seem to be made up of currents of watery forces, making them hard to detect in their native element and obvious in shape only when they are placed in a pocket of air or similar medium that confines them to a specific shape. In addition, the appearance of a type of elemental creature (such as the elemental elephant in the preceding table) can vary from one encounter to the next, though it has the same statistics. For help in determining random looks for elemental creatures (as opposed to "you see a watery elephant"), the DM is directed to page 120 (Appendix II).

Most elemental creatures of Water prefer the deep areas of the plane that are unsilted by debris and far from vortices. Elemental creatures are easily drawn into such vortices and cannot easily escape, so they avoid these traps if at all possible. One group of water elementals, the tritons, have made excellent progress in settling large areas of the Prime plane oceans.

Water elementals are by temperament an easy-going, apathetic lot, tending to take the easiest course, much like water flowing downhill. Those of low or higher intelligence can serve as elemental guides, though the traveler should show strength and determination in getting the guide to move forward; otherwise the elemental stops to examine every new current on the way to the final destination. Water elementals have a highly developed sense of taste (which is how they find each other in the limitless sea) and serve well for a rare potion (in particular *sweetwater* is a favorite) or exotic fluid.

Archomental: There are a number of powerful elementals who are given ranks such as barons, masters, and grandmasters by those who study such things. In physical stats most are similar to the "Princess of Elemental Evil," Olhydra (described in the *FIEND FOLIO* tome), though all archomental have their own desires and motives.

Olhydra makes her home in the ruins of a great undersea citadel of black coral that was once the capital of a world-spanning empire long ago destroyed by Olhydra. This might be exaggeration laid upon by the passage of years, but the fact remains that the lair of Olhydra is richly larded. Would-be robbers are warned that a dozen water elementals of maximum hit points and magical abilities serve as her bodyguard in court. Like all archomental, Olhydra has the powers afforded a Demi-Power.

Istishia: The most powerful and pure of the water elementals has many names in many planes, yet they all sound like the slap of waves on the beach. Istishia is said to be as large as a small sea on the Prime Material plane, though to deal with supplicants he may form a smaller, more reasonable form. In that form he sometimes crosses through a vortex into the Prime (whenever floods plague a nation, Istishia is said to walk among them).

Istishia has great and powerful mystic powers in addition to

WATER (Features)

those of a Greater Power (see Appendix IV, page 124). All spells involving the elements are known to Istishia, who may use them and their modified forms at will. Istishia sees himself, and elemental water, as the great leveller and equalizer, the element that eventually overwhelms air, erodes stone, and extinguishes fire. The task is long, but Istishia has the patience of millennia behind him. The concerns of insignificant mortals are not his and, unless he is offered a great boon, his attentions are better spent observing the flow of the oceans and the rhythm of the tides.

The Marids: The marids are said to be born of the ocean, with currents as their muscles and pearls as their teeth. They are the handsomest and most powerful race of geniekind. They are also the most individual and chaotic of the elemental races, and only rarely deign to serve others. Many Prime Material regions consider marids to be creatures of legend only.

Marids live in a loose empire that is ruled by a padisha, but each marid lays some claim to royalty and there have often been several "true heirs" to the padisha's throne simultaneously through the eons. A marid household numbers 2d10 and is located around loosely grouped elemental pockets containing the basic necessities for marid life. Larger groups of marids gather for hunts and jousts, during which individual effort is heavily

emphasized.

Marids tolerate their geniekind relatives, putting up with the Jannee and djinn like poor cousins, while evincing much hatred of the efreet and dao. Their attitude toward the rest of world is somewhat similar: most creatures from other planes are lesser beings, not to be bothered with unless one lands in your feast-hall at an inopportune time.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. When communicating with a marid, one must attempt to keep the conversation going without continual digression for one tale of might or another, while not offending the marid. (Marids consider it a capital offense for a lesser being to offend a marid.) Marids are not easily forced to perform actions; even if convinced (usually through flattery and bribery) to obey, they often stray off their intended courses to seek some other adventure that promises greater glory, or to instruct lesser creatures on the glories of maridkind. Most mages skilled in summoning and conjuration consider marids to be more trouble than they are worth, which accounts for the great lack of marid-controlling items (as opposed to those affecting efreet and djinn).



THE PARA-ELEMENTAL PLANES

The para-elemental planes are minor planes that lie between the major elemental planes. The para-elemental planes are Smoke, where Air meets Fire; Magma, where Fire meets Earth; Ooze, where Earth meets Water; Ice, where Water meets Air. These planes are called minor for several reasons: they are harder to reach for Prime Material spell casters; they are home to fewer great powers; they are less varied than the major planes; they are also transition planes between the major elemental planes.

The plane of para-elemental Smoke is a large bank of foul-smelling fog, sweeter and cleaner toward the plane of Air and its quasi-planes, hotter and brighter toward the plane of Fire and its related quasi-elemental planes. The plane of Magma is a long sea of lava, thinning to burning gas near the plane of Fire and thickening toward the plane of Earth until it becomes solid rock. The plane of Ooze begins with clammy dampness on the borders of Earth, passes through a quicksand-like state in the central part of its plane, and finally becomes muddy silt where it borders the plane of Water. The plane of para-elemental Ice is a solid land of frozen water broken by fissures and caverns, ranging from scattered icebergs at the edge nearest Water and ending in a white wall jutting into the plane of Air.

As in the major elemental planes, it is impossible for a traveler to make his way across the para-elemental planes without aid. There are a wide variety of para-elementals, para-animentals, and para-elemental monsters that inhabit these planes, some of which can be convinced to serve as elemental guides.

Survival in the Para-Planes

The environmental factors that imperil the well-being of the traveler vary from para-plane to para-plane, as follows:

Smoke: The greatest danger to the traveler in the plane of Smoke is asphyxiation, as the particles and gases are not breathable by creatures requiring air. Modified spells such as *airy smoke* and *smoke breathing* negate this effect, but only spells and devices that eliminate the need to breathe for long periods of time permit lengthy adventures in this plane.

Magma: Travelers in the plane of Magma are treated to the effects of heat and flame as if they were on the plane of Fire (see page 37) and their breathing also suffers as if they were immersed in a hot liquid. Devices that offer protection from fire or heat offset the damage from the molten elemental material, but a modified spell that allows the caster to *breathe element* or suspends the need for breathing is needed to survive in the plane.

Ooze: The murky depths of para-elemental Ooze have the viscous consistency of the plane of Magma, but the material is much rather than molten rock. Those caught within this para-plane unprotected will drown just as easily as if they were in the plane of Water. Spells and devices that enable *water breathing* work in this para-plane without modification.

Ice: The plane of para-elemental Ice shares the restrictively solid nature of the plane of para-elemental Earth, save that no damage is inflicted through long-term incarceration (in fact, those trapped within the ice are incredibly well preserved). In addition, those beings insufficiently protected against the plane of Ice suf-

fer 1d6 points of cold damage per round. This is reduced to 1d6 per turn if the victims are well-protected or wrapped in furs, and negated completely if the traveler has devices or spells offering protection from cold or ice.

Vision: Smoke provides the best visibility, about 30 yards, while vision in Ooze and Magma is limited to touch range unless some device permits x-ray vision. Visibility in Ice varies according to the translucency of the ice, but is usually 10-20 yards.

Encounters in the Para-Planes

Travelers in any of the four para-elemental planes have a 1 in 20 chance of an encounter, checked every eight true hours. If an encounter is indicated, roll on the table below:

- 1-20 Elemental Pocket
- 21-90 Creature Encounter

There are no outstanding elemental phenomena that seriously affect travelers, but each plane has small-scale variations in conditions from place to place (such as small tornado-like smoke devils in the plane of Smoke, or creatures preserved in Ice).

Elemental Pockets

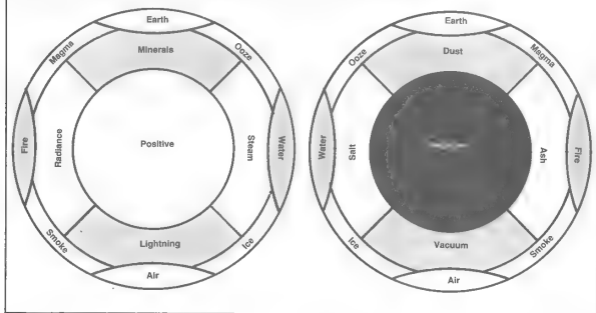
Each para-plane contains equal numbers of elemental pockets from each of the two major planes on either side of the para-plane. An elemental pocket in the plane of Smoke is either a fire pocket or an air pocket, while one in the plane of Ooze is either an earth pocket or a water pocket.

Pockets in the Plane of Smoke: An elemental pocket in the plane of Smoke is either air (50%) or fire (50%). An air pocket is a spherical or ellipsoidal area of clear air space. It has a 30% chance of containing inhabitants from the plane of Air. Similarly, a pocket of fire resembles a free-standing fireball. There is a 40% chance of a Fire native within. No heat radiates out of the pocket of fire into the surrounding smoke, but those who enter the pocket suffer the effects of entering the plane of Fire (see *Survival*).

Pockets in the Plane of Magma: An elemental pocket in the plane of Magma is either fire (50%) or earth (50%). A fire pocket takes the form of a rounded bubble of open space filled with the elemental fire and thin gases that make up that plane. There is a 70% chance that such a pocket is home to creatures from the plane of Fire or Magma (50% chance of either). A pocket of earth stands out as a granite pillar or roughly-hewn rock floating in the surrounding magma. There is a 30% chance that the pocket is inhabited. If inhabited, the settlers are either earth elemental creatures (40%) within the pocket or fire and magma creatures (30% each) on the outside.

Pockets in the Plane of Ooze: An elemental pocket in the plane of para-elemental Ooze is either water (50%) or earth (50%). A water pocket is an irregular mass of water floating within the thicker soup of the muddy plane. There is a 20% chance that such a pocket is the lair of a creature from the plane of elemental Water. An earth pocket consists of a denser solid in the muddy mass and has a 30% chance of inhabitants, either from the plane

The Inner Planes as Viewed from the Positive and Negative "Poles"



of para-elemental Ooze (50%) or the plane of Earth (50%).

Pockets in the Plane of Ice: An elemental pocket in the plane of para-elemental Ice is either elemental water (50%) or elemental air (50%). A pocket of elemental water is an underground lake of ice-cold water. Any creatures found within (30% chance from Water, otherwise from Ice) are resistant to the chilling effects of the pocket. A pocket of elemental air in this plane resembles an ice cavern of irregular shape. It has a 70% chance of housing creatures, either of Ice (60%) or Air (40%).

Creature Encounters

Creatures native to the para-elemental planes have special abilities (and disadvantages) that depend on their home plane. In general, para-elementals are immune to the effects of their para-plane and its related major planes while dwelling in the Inner planes (a magma troll is immune to flame and magma and suffers no restrictions in the plane of Earth). Most para-elemental creatures stand out from their backgrounds through differences in color or appearance. Most count on the vision-dampening properties of their native planes to hide them from prey and pursuer.

Smoke: Creatures of para-elemental Smoke are misty or sooty in appearance, similar to air elementals that have dust in their make-up. Creatures of elemental Smoke are immune to air- and fire-based attacks, as well as the asphyxiating nature of their home plane.

Magma: Creatures of para-elemental Magma are hot and fluid, encrusted with solid bits of cooling volcanic rock. These creatures are comfortable in their own plane and can move and fight in elemental Fire and Earth without difficulty.

Ooze: Creatures native to para-elemental Ooze are fluid and can assume humanoid or monster forms, but often appear as

globes of putty-like mud. Such creatures suffer none of the ill effects of their plane, nor those of elemental Earth and Water.

Ice: Creatures native to the plane of para-elemental Ice are generally white angular beings that look like snow-sculptures of the equivalent Prime Planar creatures. These beings are immune to air-based attacks as well as the effects of the plane of Water. In addition, creatures native to the plane of Ice can move and fight in elemental Ice, Water, and Air without restrictions. They are also immune to cold and ice and attacks based on these substances. All these abilities and immunities apply only while these creatures are in the inner planes.

Para-Elemental Encounter Chart

D8 +	D12 Roll	Number	Creatures Encountered	Notes
2*	1	1	Para-Elm Prince of Evil	MoP
2	1d4	1d4	Para-Elm Monsters (Cloakers)	MMII*
4	1d100	1d100	Para-Elm Monsters (Rats)	MMII*
5	1d8 + 4	1d8 + 4	Para-Animal's (Eagles)	MMII*
6	1d3	1d3	Para-Elm Monsters (Gt. Octopl)	MM*
7	2d6	2d6	Elementals *	MM
8	1d10	1d10	**	MM*/MMII*
9	2d6	2d6	Para-Elementals	MoP
10	1d10	1d10	***	MM/MMII
11	2d10	2d10	Para-Animal's (Herd Animals)	MM*
12	4d10	4d10	Para-Elm Monsters (Goblins)	MM*
13	1d10	1d10	Para-Elm Monsters (Giants)	MM*
14	2d6	2d6	Genie from adjacent major plane	MM/MMII
15	2d6	2d6	Elementals ***	MM
16	1d2	1d2	Para-Animal's (Electric Eels)	MMII*
17	1d4	1d4	Para-Elm Dinosaurs	MM*/MMII*
18	1d4	1d4	Para-Elm Monsters (Cave Fishers)	MMII*
19	1d2	1d2	Para-Elm Monsters (Land Urchin)	MMII*
20	1d2	1d2	Para-Elm Monsters (Behir)	MMII*

- * Depends on plane: Fire elementals in Smoke, earth elementals in Magma, water elementals in Ooze, and air elementals in Ice.
- ** Human party in Smoke, lava children in Magma, mudmen in Ooze, and winter wolves in Ice.
- *** Minstrel in Smoke, magmen in Magma, and human travelers in Ooze and Ice.
- **** Air elementals in Smoke, fire elementals in Magma, earth elementals in Ooze, and water elementals in Ice.

Notes:

- MM = *Monster Manual* creatures
- MMII = *Monster Manual II* creatures
- MoP = Described in *Manual of the Planes*
- MM* = Creatures are similar in appearance and abilities to monsters of the same name in the *Monster Manual*.
- MMII* = As MM*, but refers to the *Monster Manual II*.

Parentetical references are suggestions for the hard-pressed DM. These can be modified to suit the campaign and the levels of the adventurers.

Movement in the Para-Planes

Movement limitations for the para-planes are as follows:

- Magma and Ooze are similar to the plane of Water for movement, in particular the effects of falling through the plane.
- Smoke is treated as the plane of Air.
- Ice is treated as Earth for the purposes of movement, save that individuals of any strength can move through the relatively soft ice.

Combat in the Para-Planes

Combat in these planes obeys the general restrictions for all the inner planes, with the following additional strictures:

- Magma and Ooze restrict combat as does the plane of Water.
- Smoke restricts combat as does the plane of Air (i.e., hardly at all).
- Ice restricts combat as does the plane of Earth.

Magic in the Para-Planes

Magic functions in the para-elemental planes with the basic restrictions and benefits described for all of the inner planes. Particular planes have further restrictions based on their natures.

Smoke: There are no further limitations on the types of spells that can be cast here. While warm and smoky, this para-plane does not immolate/evaporate/disintegrate created substances.

Magma: The restrictions on vision in the plane of Magma present the primary problem to spell casting. If the caster is capable of seeing through the magma, spells can be cast through the medium as if through water. Further, the effects on created material are as for the plane of elemental Fire, so that most solids liquefy and most liquids boil off in one round.

Ooze: The plane of Ooze has vision limitations similar to those of the plane of Magma. In addition, all spells cast here suffer the strictures on magic underwater (*DMG* pages 56-57 and *UA* pages 81-82) as in the plane of Water.

Ice: The plane of Ice is considered to be as solid as the plane of Earth for spell casting, with similar limitations on the caster's functioning. Spells that create fire work in the plane of Ice, but long-standing fires melt the elemental ice, which then extinguishes the flames.

The preceding restrictions apply only to areas of pure para-elemental material. Magic in elemental pockets of other material functions as in those other planes.

Features of the Para-Planes

Para-Elementals: Para-elemental creatures rarely stray from their native planes; for this reason not many are known and identified by Prime Material travelers.

In temperament, para-elementals are generally wary, unfriendly, and cautious toward others. This is not surprising as their native planes are often turned into combat zones by competing groups of elemental powers, and the para-elementals are not included in the councils of the major elemental planes. This tends to make these beings resentful at best and bad-spirited at worst. Even so, large numbers of para-elemental creatures have information about bordering planes because of the continual traffic across their planes. They may share this information for a price.

Para-elementals tend to be gruff and non-committal guides. They can be bribed into service in the same manner as elementals of the major planes, but items specifically appealing to them (such as smoke essence or an ice-carving) entice them to double their duration of service. These enticements have a 50% chance of encouraging them to fight with the party.

Archoments: None of the para-elemental groups have one particular leader, but there are always ice lords, slime barons, magma generals, and smoke dukes vying for control of their respective groups. The most powerful of these archoments are treated as Demi-Powers, and of these only one, Cryonax of the plane of Ice, has been described (*FIEND FOLIO* tome). Cryonax is typical of such great powers in these planes. Though he is the equal of Imix or Olhydra (of the planes of Fire and Earth), there are no Greater Powers in the para-planes to control his actions.

Cryonax, like the other princes and princesses of the para-planes, has an overriding desire to establish his realm of Ice as a dominant elemental plane, equalling or replacing the planes about it. He has dreams of creating his own "para-elemental" planes of Slush and Snow on the borders of Ice. Cryonax's ornate palace is said to tap the forces of the Negative Material plane, though to what and has not yet been revealed.

The abilities and powers of other princes of para-elemental evil are similar, though their aims and intentions are a mystery to most natives of the Prime Material plane. Their names, rescued from rotting books, are Enkhahk of the plane of Smoke, Chlimbia of the plane of Magma, and Bwimb of the plane of Ooze.

Geniekind: There are no genies native to the para-elemental planes, though these realms are often visited by genies. Marids engage in hunts on the planes of Ice and Ooze, while djinn travel Ice to meet with the marids. Djinn also use the plane of Smoke as a battlefield with the efreet. The efreet brave the relatively cool lands of the plane of Magma to entreat the dao, and the dao in turn bore through the soft magma and ooze looking for riches and more land to exploit.

THE ENERGY PLANES

While the four major inner planes are generally hostile to Prime Material life, they pale in comparison with the effects of the Positive and Negative Material planes. These two planes, also known as the planes of Positive and Negative Energy, are thoroughly hostile to outside life. No Greater, Lesser, or Demi-Powers are known to inhabit these planes.

The Positive Material plane is alive with light, the very atoms of the elemental medium vibrating with energy. Power is everywhere, so much so that it overwhelms the traveler.

The Negative Material plane sucks in all matter and energy. The Negative Material plane is eternally dark, its structures and towers made up of physical, solid blackness.

Both planes border on the major elemental planes and where they meet are the quasi-planes. The positive quasi-elementals are Steam, Lightning, Radiance, and Minerals, while those that border the Negative plane are Ash, Dust, Salt, and Vacuum.

Survival in the Energy Planes

The Positive Material plane, referred to in some texts as the Plane of Life, seems to be a relatively friendly plane. Yet it is the life-giving energies that make this plane so deadly. An unprotected traveler feels every cell in his body achieve its full potential and ignite, turning the traveler into an incandescent beacon. In game terms, every round an unprotected character is in the plane, he gains 2d6 hit points. When the hit point total is greater than twice his original total, the character explodes (should he manage to leave the plane before exploding, these hit points disappear in 1d20 true turns—any damage to the character is taken from these extra hit points first). This is a drastic and perilous method of healing and is used only in the most desperate cases.

The Negative Material plane, the Plane of Death, has the opposite effect. An unprotected traveler suffers the loss of 2d6 hit points and one level or hit die for every round spent here. When hit points or level/hit die reach 0, the character shrivels and dies.

The only common form of protection is the spell *Negative plane protection* and its modified opposite *Positive plane protection*, initially created to offset the effects of level-draining creatures, these spells provide suitable protection. These spells cannot be cast in the energy planes (they draw on energy from the opposite energy plane). Spells and devices that provide protection from elemental forces cannot be modified to provide protection from the effects of the energy planes.

Breathing: You cannot breathe energy, nor can it be transformed into a breathable mixture, as by an *airy element* spell. The traveler must have devices (such as an *iron stone*) or spells that negate the need to breathe, or else his adventures in the planes of energy are limited to the time he can hold his breath.

Vision and Senses: Vision and detection are limited to 10 yards. The light or darkness is too intense to see farther.

Movement in the Energy Planes

The method of choosing a down direction is the fastest way to travel here. Without a guide from an associated quasi-plane, the traveler is lost in the infinite wastes of the energy planes.

Some travelers have tried to remain in the Border Ethereal to avoid the harmful effects of the energy planes. In truth, the power of the energy planes is so intense that the Border Ethereal is weakened. Each turn in the Border Ethereal with the Energy

planes, there is a 10% chance that the Border pulls back and leaves the traveler trapped in the adjoining energy plane.

Encounters in the Energy Planes

There are no random encounters in the energy planes. Owing to the destructive nature of the plane, pockets of elemental material are quickly destroyed. The nature of native creatures in the energy planes is as yet undetermined, though there are no energy animals or elementals that duplicate the abilities of Prime Material beings.

Combat in the Energy Planes

Combat in the energy planes operates under the general restrictions for the inner planes.

Magic in the Energy Planes

The effects on magic are as for the inner planes in general. Spells that create matter have that matter destroyed by the plane one round after its creation, exploding in a rainbow of harmless notes in the Positive, collapsing into dust in the Negative. Spells that summon creatures from other planes function, though creatures with average or better Intelligence are aware of the summoner's location and either do not show up or take protective measures.

Spells that have variable effects always inflict maximum damage in the plane of Positive Energy, and minimum damage in the plane of Negative Energy. Spells that inflict damage over a period of several rounds function for only one round, as the spells' effects are negated by the plane.

Features of the Energy Planes

Xag-Ya and Xeg-Yi: It is unlikely that life could originate on these planes, yet these two creatures, of the Positive and Negative Material planes, respectively, do inhabit those planes with no ill effects. It is not known whether they are natives or are actually from an unknown demi-plane or alternate Prime Material plane and are immune to the effects of the energy planes.

Xag-ya and xeg-yi are mindless by Prime Material standards, though it may be their alien nature that prevents meaningful communication. If a traveler can somehow make his need for a guide known, one of these creatures may act as a guide (on a roll of 8 or better on 2d6). No inducements the traveler offers can persuade the creature to change its mind if this roll fails.

Trillochs: These creatures, first described in the *FIEND FOLIO*® tome, originated in a demi-plane with a high percentage of negative energy in its make-up. This demi-plane later drifted too close to the Border Ethereal of the Negative Material plane and was consumed. Trillochs, the energy vultures of this demi-plane, managed to thrive in the Negative Material plane.

Undead: Many undead draw their animating force from the Negative Material plane, which endows them with the power to drain ability scores or levels. Such creatures are said to exist in both the Prime Material and Negative Material planes simultaneously, though this is unlikely, as the two are not linked. There is no record of undead spotted in either the Positive or Negative Material planes, though they are found in the quasi-planes.

THE QUASI-ELEMENTAL PLANES

The Positive Quasi-Planes

The planes known as the positive quasi-planes or positive quasi-elemental planes lie between the Positive Material plane and the four elemental planes it adjoins. These four quasi-elemental planes are those of Lightning (adjoining Air), Radiance (Fire), Minerals (Earth), and Steam (Water). These positive planes have so much energy that the elemental matter is in an agitated state. Of all the inner planes, the positive quasi-planes are the most changing and dynamic.

The plane of quasi-elemental Lightning is elemental air at its most excited state, crackling with energy as a continual storm front plays along its border, registering such power that the very air tastes of metallic ozone and the atmosphere is charged with electrical energy. Those travelers who enter this plane from the plane of Air find the region heavy with clouds that range from grey to greenish black in color. Continual bolts of lightning arc from cloud to cloud; quasi-elemental creatures dance through the churning maelstrom. All forms of electrical discharges are found here, from the well-known bolts to St. Elmo's fire to large metallic sheets of lightning. Hair, fur, and feathers rise and separate in the charged atmosphere. The touch of metal carries a shock. At the farthest edges of the plane lies the border with the Positive Material plane, a continual bolt of electrical power issuing from a field of pure brilliance beyond.

The plane of quasi-elemental Radiance is flame and fire at its brightest. It is not hotter than the plane of Fire that adjoins it, but the fires burn purer and with a more intense glow. Rainbows of flame exist here. The creatures that live within span the entire spectrum of color in a dazzling display to be seen nowhere else. Walls, spheres, and lines of prismatic force lace the plane. The lights become more crystalline and sharper, until finally the border with the plane of Positive Energy is reached and mere colors are overwhelmed by the brilliant white light issuing forth.

The plane of quasi-elemental Minerals is the most varied and intricate of stonework and crystals. From the border with the plane of Earth, the veins of crystal and metal-bearing ore become thicker and richer, until they dominate the surrounding earth. The plane becomes filled with black marble naturally polished to a mirrored shine, interlaced with veins with gold, gems, and crystals that catch the inner glow of the earth itself. The crystals and gems become more fragile and delicate and seem to hum with a life of their own. Finally, at the border with the Positive Material plane, the crystals shatter from the energy within and the plane ends in a great cliff-face, beyond which lies the bounty of pure positive energy.

The plane of quasi-elemental Steam is not a hot plane, though portions of it are on the verge of boiling. Rather the water itself is so turbulent that the intermolecular bonds cease to hold it together and the plane fills with mists and fogs and thin vapors. The mist-like vapor glows from the energy within, and this glowing increases as the traveler moves toward the Positive Material plane. Eventually the plane ends in the brilliant border to the Positive Material plane.

All of the positive quasi-planes have definite edges or bounda-

ries with the Positive Material plane. The boundaries are not stationary, but rather ebb and flow like the tide against the quasi-elemental planes.

All of the positive quasi-elemental planes are inhabited by creatures that are suited to the energetic and chaotic nature of their planes. Such creatures are rare on the Prime plane, and only one, the lightning quasi-elemental, has been studied in any detail. This quasi-elemental and others like it may be beseeched to act as elemental guides. Elementals from the other inner planes may be used as guides, but they dislike such service because the continual confusion greatly unsettles their senses.

Survival in Positive Quasi-Planes

Each of the positive quasi-elemental planes poses its own problems for survival. As a general rule, the limitations for the major elemental plane the quasi-plane adjoins apply to the quasi-plane.

Lightning: The greatest danger of the plane of quasi-elemental Lightning is given in its name. The elemental air of this quasi-plane is continually ripped by the flash of lightning. The chances of any individual being struck by lightning while in the plane is 5% per round for size S beings, 10% per round for size M beings, and 20% per round for size L beings. A bolt of quasi-elemental lightning inflicts 1-80 (1d8 of 1d10s) points of damage to the target, though a saving throw vs. spell halves that. The *protection from lightning* spell provides safety from this damage.

A secondary threat is the elemental thunder. This fills the plane with a loud continual rumbling that can eventually shatter rock. The continual booming makes normal speech impossible. Those who remain unprotected on the plane for a turn will be deaf for 2d4 turns; those who stay longer risk permanent injury (roll a Constitution Check—failure indicates *deafness* until cured by a *heal* spell). Ear plugs made of wax or putty negate the effects of the noise. The hazardous effects of the thunder do not extend into the Border Ethereal, but the noise there prevents spoken communication.

Normal breathing is possible in the plane of Lightning, though the air has a tang to it. Vision extends to between 100 and 1,000 yards, depending on the thickness of the clouds at the moment.

Radiance: The plane of quasi-elemental Radiance is related to the plane of elemental Fire from which it springs. All the negative effects of the plane of Fire apply to the plane of radiance in regards to burning and breathing (the plane of Radiance is no cooler than the plane of Fire).

The other danger of the plane of Radiance is the brilliance of the plane itself. Those creatures whose eyes are unprotected must roll a successful saving throw vs. death or be permanently blinded. Those with infravision or ultravision suffer a -2 penalty to the save (if both infravision and ultravision are possessed, the penalty is -4). Spells such as *create darkness* and *darkness*, 5' radius, enable the user to see normally in this plane. A less magical method is to wear thickly smoked lenses of glass or crystal, though such devices are fragile and tend to be knocked off in combat (1 in 4 chance when hit). Viewers in the Border Ethereal

QUASI-PLANES (Positive)

are not harmed by the brightness, but they cannot make out any distinct forms. Vision (for those who can see) is limited to 1,000 yards in the plane of Radiance.

Minerals: The crystalline quasi-elemental plane of Minerals poses the same dangers as the plane of Earth as far as imprisoning beings and causing difficulties in breathing. In addition, the crystals of the plane are sharper than steel blades (travelers in this plane's Border Etheral often have the eerie feeling that these crystals can almost breach the boundaries between planes).

For those who can move on the plane of Minerals, each round of movement inflicts damage equal to 1d4 plus the AC of the traveler. Creatures from the plane of elemental Earth, the quasi-plane of Minerals, and those with Armor Classes below -4 are unharmed. Dexterity bonuses are not counted in figuring this Armor Class, and magical armor should have any reduction in power noted for being two planes removed from the Prime Material.

Vision in the plane of Minerals is as for the plane of Earth: impossible unless an ability or item allows the viewer to see through solid crystals and rock.

Steam: The quasi-elemental plane of Steam is not hot, rather it is filled with muggy water vapor. All movement is slowed by water gathering in the lungs (this may be negated by a *water breathing* spell). Other than this, the plane is most likely the least hostile of the quasi-elemental planes bordering the Positive Material plane. Vision is limited to 10d6 yards, however, owing to the thick fog.

Movement in Positive Quasi-Planes

- The planes of Steam, Lightning, and Radiance have no restrictions on movement beyond those common to all the inner planes.
- The plane of Minerals has the movement limitations of the plane of Earth, with damage from movement.

Encounters in Positive Quasi-Planes

Travelers in the positive quasi-elemental planes have a 1 in 10 chance of an encounter (this does not include being blasted by lightning bolts in the plane of Lightning or cut to ribbons in the plane of Minerals). If an encounter occurs, roll on the following table:

1-20	Positive Energy Phenomenon
21-30	Elemental Pocket
31-100	Creature Encounter

Positive Energy Phenomena

The only phenomenon more dangerous than the inherent perils of the positive quasi-elemental planes themselves is the sporadic and massive intrusion of the Positive Material plane. Such an intrusion is usually detectable at the limits of visibility (a good reason for not being in the plane of Minerals) as a huge wall of advancing white brilliance, swallowing and immolating everything in its path. This wall of positive energy moves at 3d6" per round and advances for 2d10 turns. Those caught in the wall suffer all the effects of being immersed in the Positive Material plane. The quasi-elemental border remains in sight for 1d4

rounds, after which the border can no longer be seen and the character is lost in the Positive Material plane.

Elemental Pockets

The only pockets of elemental material that are found in a quasi-plane are those of its related major elemental plane. Entering a pocket is equivalent to entering that plane. There is a 30% chance that an elemental pocket holds a native of that plane.

One great advantage of elemental pockets is that they are immune to the effects of intrusions of the Positive Material plane. They are not consumed, but converted into the quasi-elemental material and carried at the front of the wall. They remain in the quasi-plane when the wall of energy retreats.

Elemental Creature Encounters

Quasi-elemental creatures have abilities and immunities specific to their native plane. Very few quasi-elemental creatures have been found on the Prime Material plane, but it is believed that there exist quasi-elemental races that duplicate many creatures of the Prime Material and other planes.

Lightning: Creatures from the plane of Lightning are immune to electrical attacks and resist weather control and wind as creatures of elemental Air. Lightning elementals tend to look alike—balls and oblongs of electrical force with bolts jutting out and serving as legs. This causes confusion for outsiders, but lightning quasi-elementals seem to be able to tell themselves apart.

Radiance: Creatures from the plane of Radiance are spherical and shine with every color of the spectrum. Solid colors seem to be preferred by these creatures, though there are occasional tales of spotted or plaid varieties. Radiance quasi-elementals are immune to the effects of fire and heat and are unaffected by light-based attacks. They are vulnerable as fire elementals to the effects of water. They can be driven off by casting *darkness*.

Minerals: Creatures from the plane of Minerals are beautifully delicate insect-like beings, combining the Prime Material form they mimic with all manner of angles and insectoid features. They pass through minerals and earth like creatures of the elemental plane of Earth. While in the inner planes, they are immune to spells that transform or otherwise affect solid objects.

Steam: Steam quasi-elementals resemble smoke para-elementals: patterns of invisible force dotted by motes of water. Steam quasi-elementals are unaffected by air-based magic, water-based magic, and heat while they are in the inner planes.

The types of quasi-elementals, beyond the lightning quasi-elemental of *Monster Manual II*, have not been described. Many tend to parallel Prime planar creatures, with special abilities as merited by their individual planes. A steam stag from the plane of quasi-elemental Steam, for example, appears to be a great spectral deer, with stats as listed on page 92 of the *Monster Manual*. In addition, this creature is invulnerable to the effects of air- and water-based magic, as well as heat, on its native plane.

Combat in Positive Quasi-Planes

Combat in the positive quasi-elemental planes operates under the general rules for all the inner planes. Additionally, the physical natures of these planes further restrict combat as follows:

- Lightning has no restriction, but if lightning strikes a character wielding a metallic weapon, both the wielder and those fighting within five feet of him are struck. This danger is eliminated if

the metal-welding individual has *protection from lightning* or similar spells or devices in operation.

- Radiance has no restrictions other than that resulting from possible blindness.
- Minerals restricts combat as does the plane of Earth.
- Steam has no restrictions to combat other than the effects of the nonmagical *slow* from the mugginess.

Magic in Positive Quasi-Planes

Magic functions within the positive quasi-elemental planes according to the restrictions for all inner planes, with the following additional notes.

- Lightning, Steam, and Radiance apply no further limitations (though common sense should prevail in cases in which a lightning bolt hits the spell-caster).
- Spell casting in the plane of Minerals suffers under the limitations imposed in the plane of Earth.

Features of Positive Quasi-Planes

Quasi-elementals: In general, quasi-elemental creatures tend to be hyperactive, continually moving or changing. The first task in dealing with these beings is to get them to slow down long enough to engage in bargaining; otherwise they zip away in the middle of a conversation. Despite their continual activity, these creatures rarely leave the confines of their native planes (they may need the energy they draw from the proximity of the Positive Material plane).

Quasi-elementals are erratic, sometimes malicious, guides. They respond to the same bribes as their elemental cousins, but the price is always at least doubled. Quasi-elementals have no conception of haggling, so if the traveler does not agree to the guide's terms, it leaves (or attacks if it has a tendency toward evil and is more powerful than the party).

There are no known archoments in the positive quasi-elemental planes, nor any true ruler of these planes. Most of the inhabitants are too frantically busy to worry about the lack of order and hierarchy in their plane.

Towers: Ringing the Positive Material plane is a scattered group of great towers, massive structures of the heaviest elemental material available for that quasi-plane (blue flame, lead, solidified clouds, or ice). These towers extend into the Positive Material plane on thin peninsulas of quasi-elemental material. Some of these peninsulas so thin that a halfling could touch the Positive Energy plane on both sides. These towers are normally abandoned, but occasionally powerful creatures dwell within—high-level wizards, druids researching the nature of the Positive Material plane, or exiled Powers from the lower outer planes. The origin of these towers is as yet unknown, but it is noted that the intrusions of the Positive Material plane do not overcome the elemental peninsulas or the area around them.

Quasi-Elemental Minerals: Of all the quasi-planes, the plane of Minerals is the one that most attracts the adventurous soul looking to make a quick gold piece. Avaricious souls envision an entire plane loaded with diamond crystals and pure precious metals. Reality is not as pretty.

It is true that the plane of Minerals is filled with these wonders, but they have developed here in zero gravity. Only one in 100 stones can survive a trip back into an area with gravity (such as the Prime Material plane). Any stone that survives has a base value of 1,000 g.p. Those that shatter can be used as spell compo-

nents for spells that require diamond dust and the like.

The natives of the area do not mind if a traveler takes samples, but large-scale mining operations are right out. Removal of more than 100 or so stones from the plane alerts most of the population. Travelers attempting to remove this many stones find that their quasi-elemental guides refuse to guide them (or, better yet, take the travelers halfway through the plane and then abandon them). Those characters who want to make a quick fortune in the elemental planes must look elsewhere.

The remote nature of this quasi-plane, the dangers within, the proximity of the Positive Material plane, and the hostility of the natives all discourage travel in this plane, but the greatest danger to travelers and would-be miners is *fossilization*.

Creatures not native to the inner planes must roll a saving throw vs. spell for each true turn spent on the plane. (Those native to the inner planes but not to the plane of Minerals must roll once per subjective day.) If the traveler fails this roll, petrification occurs instantaneously. There is an 80% chance that the traveler becomes stone (and thus can be returned to normal by a *stone to flesh* spell). There is a 20% chance, however, that the traveler is transformed into crystal, gold-veined granite, or gem-like stones, from which state only a full wish can rescue him. Devices that offer protection from petrification do not prevent this effect. If the now-gemmed traveler is brought to a plane that has gravity, he has a 99% chance of crumbling into dust (just like a gem from this plane).

The Negative Quasi-Planes

The planes known as the negative quasi-planes are those that lie between the Negative Material plane and the four elemental planes it adjoins. These four quasi-elemental planes are Vacuum (between Negative and Air), Ash (between Negative and Fire), Dust (between Negative and Earth), and Salt (between Negative and Water). These elemental planes are characterized by the increasing absence of their primary elemental material as you move closer to the plane of Negative Energy. These planes are generally barren wastelands inhabited by parasitic beings.

The plane of quasi-elemental Vacuum is a thinning of the atmosphere of the plane of Air until a true vacuum is reached. Paradoxically, pressure and temperature do not drop as the atmosphere thins. Those who venture here must contend not only with nothing to breathe, but worse yet, nothing to transform into a breathable atmosphere. The ambient light of the plane of Air becomes dimmer and dimmer until a wall of solid blackness rises before the traveler—the Negative Material plane.

The plane of quasi-elemental Ash is the depletion of warmth and fire. The transition from the plane of Fire to that of Ash occurs in a region of cooling temperature and the dusty remains of burned materials hanging in the atmosphere. The plane is bone-chillingly cold. Finally the ash thickens to a grey, dusty wall, beyond which is the darkness of the Negative Material plane.

The plane of quasi-elemental Dust represents the crumbling of elemental earth as it loses cohesion. The earth and stone become looser, and the restrictive nature of the plane of Earth is eased, so that a character can swim through the plane as if through loose sand. The motes of earth still glow, but they are dimmer and farther apart. The empty blackness between motes becomes darker and more prevalent. Finally the dispersing motes of dust end completely in a wall of solid darkness. Beyond this only negative energies exist.

The plane of quasi-elemental Salt is the residue from the evap-

QUASI-PLANES (Negative)

oration of elemental water. As you move from the plane of Water to that of Salt, brine overcomes pure water and quickly solidifies into hard crystalline lumps. These solid salts soak up all the remaining water. The solid salts end in a great cliff overlooking the plane of Negative Energy, beyond which neither water nor other substances exist.

Each of the negative quasi-elemental planes has a hazy and variable border with its adjacent elemental plane and a definite edge with Negative Material plane. The boundaries with the Negative Material plane move forward and backward sporadically, sometimes adding territory to the negative quasi-planes, sometimes swallowing up parts of those planes.

The negative quasi-elemental planes are inhabited by creatures that have adapted to the hostile nature of these planes. Several creatures found on the Prime plane may have their origins there (sandlings, sandmen, and dune stalkers are all from the plane of Dust), but no definite information exists on this subject.

Some quasi-elemental creatures can be employed as guides through these barren lands, though caution is advised. These planes are harmful to beings native to the major elemental planes and the para-planes. Thus it is understandable that these beings avoid the negative quasi-planes. These planes are often haunted by creatures that draw their power from the Negative Material plane, undead in particular.

Survival in Negative Quasi-Planes

Each of the negative quasi-planes poses its own unique perils to survival. The limitations of the adjacent major elemental plane does not apply in the associated quasi-plane (indeed, these restrictions are sometimes reversed in the quasi-plane).

Vacuum: The plane of quasi-elemental Vacuum is a grey void deepening and darkening until it reaches the Negative Material plane. Unlike interplanetary space in the Prime Material plane, elemental vacuum is merely the total lack of breathable air. Pressure and temperature remain constant (though this is not true in the Prime plane) despite the vacuum.

An unprotected character in the plane of quasi-elemental Vacuum will die of asphyxiation. He can survive only as long as he can hold his breath. Worse still, the use of an *airy element* spell does no good in this plane, as there is no element to transform into air. Spells that offer protection from elements do not protect from this lack of all elements.

Regular elementals and the para-elementals of air, ice, and smoke are drastically affected. They begin consuming their own essences at the rate of 1 HD per round, in addition to any other damage inflicted. Most intelligent creatures of this type immediately flee the plane rather than face this loss.

Vision is limited to 1,000 yards in this negative quasi-plane; double that range for those with infravision.

Ash: The plane of Ash exists without light, heat, or flame in the same fashion as Vacuum exists without air. Breathing is difficult as there is no breathable air, similar to the plane of Vacuum. Unlike in Vacuum, the cool, charred remains of this plane can be transformed into a breathable element.

The plane of Ash sucks the warmth out of any creature that enters its domain. Fire elementals and other creatures made of flame (including natives of Smoke and Magma) lose 1 hit die or level of strength for every round spent in the plane. Creatures with body temperatures above freezing suffer 2d6 points of damage every round. *Protection from cold* and similar spells or

devices halve this damage.

Vision in the plane of Ash is reduced to 30 yards because of the dust-like particles in the air. An *element breathing* spell enables normal breathing.

Dust: The plane of Dust attacks the cohesiveness of all solid materials. As in the plane of Ash, there is no breathable atmosphere, but the dust is susceptible to *airy element* spells.

The cohesiveness of solids breaks down in the plane of Dust, so that an unprotected solid traveler begins to break up (those of liquid or gaseous consistency are unaffected—gaseous form or similar spells can protect travelers). Each round, the traveler loses 2d6 hit points from this process. Should the character's hit points ever reach 0, his body has drifted too far apart to maintain life and he perishes, his remains scattered throughout the plane. If the victim leaves the plane before this happens, the separate motes recombine into the proper form. Elementals from Earth or other solid and semi-solid realms (such as Ooze and Magma), lose 1 HD or level for each round in the plane. Those beings of low Intelligence or higher recognize this and seek the nearest exit (usually the Border Ethereal, where these effects do not reach).

Vision in the plane of para-elemental Dust is limited to 10d3 yards. Infravision is held to the same limits. *Element-breathing* and *airy element* spells enable the traveler to breathe normally.

Salt: The plane of quasi-elemental Salt represents the lack of water. All water and beings containing water are quickly dehydrated. Elementals from Water and water-related liquid planes (including Ice, Steam, and Ooze but excluding Magma) lose 1 HD or level for every turn spent in the plane. These beings usually seek the quickest means of egress from this hostile environment. Other creatures composed of water (including most Prime Material travelers) suffer 2d6 points of damage per round from dehydration while on this plane.

Vision in the plane of para-elemental Salt is limited to 10d3 yards. Infravision is held to the same range.

Movement in Negative Quasi-Planes

All of the negative quasi-planes have a fairly tenuous consistency and thus do not hinder movement. Movement by falling in a chosen down direction is the fastest method of travel, but the changing nature of the planes and the chance of suddenly running into the border with the plane of Negative Energy discourage this method of travel.

Encounters in Negative Quasi-Planes

Travelers in the negative quasi-elemental planes have a 1 in 10 chance of an encounter per 12 hours. If an encounter is indicated, roll on the following table:

1-20	Negative Energy Phenomena
21-00	Creature Encounter

There are no elemental pockets in the negative quasi-planes—these alien elements are quickly destroyed.

Negative Energy Phenomena

The greatest danger in a negative quasi-plane occurs when the

Negative Material plane intrudes on the traveler's area of the plane. Such an intrusion appears as a black wall moving at 3d6" per round. (Travelers can also occasionally see the wall retreating, but this is not dangerous.) It moves for 2d10 turns before the borders restabilize. Given the limited visibility in most of the negative quasi-planes, this is a very dangerous phenomena. Those caught by the wave suffer the effects of being immersed in the plane of Negative Energy. They lose sight of the quasi-elemental border in 1d4 rounds. If this occurs, the characters are likely lost.

Creature Encounters

Creatures of the negative quasi-elemental planes vary from plane to plane, but all have individual powers, limitations, and abilities. In addition, one in 10 of these creatures have the ability to tap into the Negative Material plane and drain one life energy level per touch.

Vacuum: Creatures of quasi-elemental Vacuum are beings of invisible force, without bodies in the common sense of the word. They can be disrupted by attacks and ordinary attacks cause damage (if the attacker can find the vacuum creature). They are unharmed by the airless nature of the plane, as well as the effects of life-draining attacks. They are uncomfortable in thickening air; if forced into an atmosphere breathable for Prime Material beings, they either flee if possible or go into a hibernatic shock, tucking themselves into spheres of invisible force.

Ash: Creatures of quasi-elemental Ash are cold, grey forms of other-planar creatures. If slain they slump into piles of ash. They are immune to the life-draining energies of the Negative plane and the warmth-draining nature of their own plane. Spells that induce cold have no effect on them, but warming the surroundings up to room temperature causes them to flee (roll a successful saving throw vs. poison each round to avoid blowing up — all within 20 feet of an exploding ash elemental suffer 1d4 points of damage per hit die of the creature). A character's touch inflicts 1d6 points of damage to these creatures just from body heat.

Dust: Creatures from the quasi-elemental plane of Dust vary between roughly recognizable forms of known creatures to piles or spirals of dust (50% chance each per encounter). These creatures are immune to spells affecting earth, as well as the life-draining abilities of the Negative plane. They are subject to normal attacks. An attacker who steps into a dust quasi-elemental inflicts 2d6 points of damage upon it.

Salt: Creatures from the quasi-elemental plane of Salt resemble salt-encrusted versions of Prime planar creatures. They fear water more than any other element as water causes them to shatter violently if they are immersed in it. All those within 30 feet are subject to an attack at the level of the monster's hit dice. Those struck receive 1d4 points of damage from shards of salt. Salt quasi-elementals of greater than low Intelligence seek to escape, into the Border Ethereal if possible, to avoid water. Creatures from this plane are not subject to fire-based spells or the effects of negative energy.

All known quasi-elemental creatures are analogs of Prime planar beings. A vacuum whale is a huge wall of invisible, mobile force that swims through that plane, yet has the general stats of the whale on page 100 of the *Monster Manual*.

Combat in Negative Quasi-Planes

Limitations to combat in the negative quasi-elemental planes

are as for all inner planes. Other than the perils of the planes themselves and the creatures found within, they have no special limitations.

Magic in Negative Quasi-Planes

Limitations to magic are as stated for the inner planes in general, in particular regarding the effects on necromantic magic. In addition, the physical natures of the planes have the following effects on spells.

- Any clouds of air, mist, or gas created in the plane of Vacuum immediately dissipate into the rest of the plane. Such clouds have an effect only during the round they are created.
- The plane of Ash immediately sucks the heat out of any flame, so that temporary spells such as *fireball* can be cast normally, but long-term spells such as *wall of fire* last only one round before being extinguished.
- The plane of Dust dissipates all solid objects, including living beings that are summoned into the plane. Living creatures are affected as described on page 58, while objects not in contact with such living creatures crumble into dust in 1d4 rounds.
- The plane of Salt rapidly dehydrates creatures summoned into it; water introduced here is absorbed in 1d4 rounds.

Features of Negative Quasi-Planes

Quasi-Elementals: The inhabitants of these planes generally tend to be slow-moving, plodding, and relentless. Bargaining with them is always hazardous, as the traveler often poses a threat to their existence, and the very presence of the traveler may be a distasteful intrusion into their otherwise perfect (to them) plane.

For this reason, payments to quasi-elemental guides should be at least doubled to insure that the guides do not turn on the travelers or abandon them to the effects of the plane. Three of the four quasi-elemental types take understandable payments of mists or perfume for Steam, burned valuables for Ash, and ground powders for Dust. No one has any idea what quasi-elementals of Vacuum prefer. Attempts to negotiate with vases filled with nothing, or dispersing clouds of gas, have met with derision and attacks.

There are no known archomental or quasi-elemental kings, rulers, bosses, or tyrants in these planes. It may be that the hostile nature of these planes, plus the frequent incursions by the Negative Material plane, make these regions undesirable for such elemental powers.

Citadels: Travelers in the planes near the Negative Material plane often report lights and activities within that plane very close to the quasi-elemental shores. These mysterious citadels are apparently domed and complete fortresses or cities. They are tied to the quasi-plane by a thin rope of elemental material, so as to prevent their being lost in the negative energies beyond. The inhabitants of these citadels vary according to the tale: great monsters, quasi-elementals on the verge of becoming archomental, fell necromancers, liches, and lords of the undead further strengthening the ties between such creatures and the Negative Material plane. In truth, these citadels must be discovered by the travelers and are left as special encounters for the DM.

THE ASTRAL PLANE

The Astral plane consists of other-dimensional nothingness, a barren expanse extending in all directions. The only breaks in this bleakness are small islands of matter broken off from their native dimensions and occasional wide, spinning columns of astral conduits, also called wormholes. Wormholes link the outer planes with each other and with the Prime Material plane. The Astral is little more than a plane of transit, a means of moving between the inner and outer planes. It is also secondarily a home for extra-planar creatures. The plane has precious few native creatures, and the only Power that makes his home here from *Legends and Lore* is Anubis of the Egyptian myths.

A traveler finding himself in the Astral sees a bright, well-lit grayness that extends in all directions, as if he is within a thick silver atmosphere. The Astral material is very clear, and vision is unimpaired up to its physical limits. The plane is incredibly grey and dull, save for *color pools*, other travelers, and conduits to other planes. Pools are readily accessible portals into the other planes of existence. Other travelers are natives of other planes who have found a way to enter the Astral. Conduits resemble water spouts on a stormy day at sea, their ends lost in vast expanses of grey at either end. Wormholes are interdimensional vortices that link the outer planes with the Prime Material planes in much the same way as the elemental vortices link the Prime Material planes with the inner planes. In this case, however, the conduit exists through a third plane, the Astral. Conduits and *color pools* are explained in more detail in the *Encounters* section.

The Astral plane has no gravity, though objects retain their masses here and can be thrown at normal velocities. This is different from the neutrally buoyant Ethereal planes and the self-determined gravity of the inner planes. This weightlessness requires some acclimation, and there may be difficulty in performing some actions until that acclimation is made. Beings can move by pushing off large objects, but most usually move by concentrating on where they want to go (see page 64).

The Astral plane can be reached from almost any point in the Prime Material plane and most points in the first (closest) layers of the outer planes. Entering these planes is normally done through *color pools* that open onto particular areas of the destination plane. Unlike the situation in the Ethereal, a being's living form can exist only in the Astral or the other plane—it cannot exist in both simultaneously. The Astral plane cannot be reached from any of the inner planes. It can be reached from the Ethereal plane only through ether cycloons, which create temporary ruptures between the Astral and Ethereal.

Reaching the Astral Plane

The Astral plane and those powerful realms that lie beyond it are generally reached by two very different means. The traveler can reach this plane either by projecting his astral form into the plane or by physically entering the plane. Either method can be accomplished by spell, psionic ability, or device, and each has similarities, advantages, and disadvantages. Unless otherwise noted, rules that apply to a traveler (as opposed to an *astral projecting* or physical traveler) apply to both forms of travel.

Reaching the Astral by Projection

Projecting one's astral form is the healthiest method of traveling to the Astral plane. This method, using the *astral spell* or the psionic ability *astral projection*, separates the astral self from the traveler's body. The astral self, bound to its original body by a *silver cord*, can then enter the Astral plane and travel through it into the outer planes. Travel by this fashion has a great advantage in that the traveler does not risk his real hide—if the astral form is slain or destroyed, the traveler's psyche returns to his original body. Further, the traveler can voluntarily return to his original body if there is a horrendous danger or hazardous situation to confront. This return takes 1d100 melee rounds, but it can be delayed by the forces of a *psychic wind*.

The astral form appears on the Astral plane as a translucent, white, humanoid form. This form is solid and treated in most situations in the astral as a physical body. Springing from the back of this astral form is a *silver cord* that connects the traveler with his physical body on the Prime Material plane. This cord is visible as a translucent white string that stretches back about 10 feet and then becomes both *invisible* and *intangible*. The *silver cord* can be stretched to any length, but it is not truly solid in the same fashion as the astral body, and as such cannot be attacked or broken except under special circumstances.

An individual's astral form includes the traveler's body and the astral forms of any magical items. Magical items includes items that are magical in nature and those that are under a spell effect, such as a *light spell*, or *Nystul's magic aura*. All other items are left behind. Those wishing to bring along sufficient equipment for adventures beyond the plane, or at least sufficient clothing, are advised that an *enchantment* or *alteration* spell placed upon these items is recommended to insure safe and modest travel.

Objects that the *astrally projecting* traveler finds in the Astral can be brought into the Prime Material or outer planes, provided they do not exceed the traveler's normal encumbrance limits. A *projecting* traveler cannot bring a castle out of the Astral plane, but he can return to his physical body with a chest of gold.

The disadvantages of *astral projection* are several. The first is the care of the physical body. A physical body without its astral component does not age, nor does it require food, water, or air. A *detect life* reveals that the character is alive, otherwise he appears to be in a state of suspended animation that resembles a *feign death* spell. The body can be physically moved while the astral form is absent; the astral form will return to its body wherever it has been moved, provided it remains on a plane accessible from the Astral (an astral form cannot rejoin its body if that body is placed in the Ethereal, for example). The physical body is subject to normal damage, which the astral form is not aware of at the time the damage is inflicted. If the physical body is slain, the *silver cord* disappears and the character dies in 1d10 turns.

Another danger of projecting the astral form is *possession*. A great many extradimensional creatures, including those with *magic jar* abilities, can enter the Prime Material plane by possessing the body of a traveler whose astral form is out to lunch (there is a 1% chance of this occurring each time a character ven-



tures into the Astral). The *silver cord* is not cut in this case and is still visible to those who have *true seeing* or similar spells. The traveler cannot regain his own body until the intruding spirit has moved out voluntarily, or has been *exorcised*. The wise traveler usually finds a secure location guarded by trusted friends who either have code words or divination spells to ascertain that the correct essence came home. (*Possession* is also a danger to uninhabited bodies within the Astral plane, as detailed in the notes on the *astral searcher* at the end of this chapter.)

The third danger to the traveler using astral projection is the snapping of the *silver cord* that links the body to its astral form. The ways to sever the cord are fortunately very few: The *psychic wind* at its most powerful, the *silver swords* of the Githyanki, and the will of a Lesser or Greater Power.

The snapping of a *silver cord* has disastrous effects. The traveler's astral form dissolves into the plane in 1d10 turns, leaving behind the astral entities of those magical items brought into the plane. The body in the Prime plane perishes, and is irrecoverable (except for *wishes*). Any magical items that were taken into the plane rot and evaporate with their enchantments gone, save for artifacts, which return to the Prime plane with their powers intact.

The psionic skill *astral projection* allows only the user to project the astral form, as do most devices of this type. Some devices, and the *astral spell*, permit the caster to take others along with him. At the start of the spell, the caster and those accompanying him must hold hands, but they can separate once they enter the Astral plane. The *silver cord* runs to the caster, and then out to all the other members of the party. If the cord to the caster is severed, all those connected to him are destroyed as above. If a cord from the caster to a fellow traveler is severed, only that fellow traveler perishes.

Remember that 1d10 turns pass on the severing of the

cord and the dissipation of the astral form. If the astral traveler can reach a *color pool* to another plane and form another body, his dissipation and death can be avoided. See *Color Pools*.

If a traveler's astral form is slain, he immediately returns to his original body. The traveler then falls into a coma for 1d4 + 1 days, during which only a full *wish* or *alter reality* will awaken him. At the end of this time, a system shock roll is made. If it fails, the individual dies. If the system shock roll succeeds, the character regain consciousness with the following restrictions:

- Regains consciousness with 1 hit point.
- No spell casting until at least half hit points are regained.
- Movement reduced by half until half hit points are regained.
- Attacks with a -4 penalty until half hit points are regained.

Healing magic can bring the victim back up to full hit points, but all penalties remain in effect until enough time has passed for the victim to have regained half his hit points without curative magic. (This time is measured in terms of true time.)

Physical Travel in the Astral Plane

The traveler using most plane-spanning devices, as well as the spell *plane shift*, and the psionic ability *probability travel*, can bring his body into the Astral and make his way about in that plane. Creatures and objects blown into this plane from the Ethereal by an *ether cyclone* lose their ethereal status and are treated as physically traveling through this plane. The advantage of this is that all possessions are brought along, regardless of magical status and that there is no *silver cord* to threaten the traveler's safety. The disadvantage of this method of travel is that the traveler's body can be damaged and slain normally.

ASTRAL (Color Pools)

In the Astral plane, the physical body appears normally, in its natural colors. The physical body has no silver cord. Both astral forms and physical bodies have equal substance, and a physical body can pick up an astral object or combat an astral foe.

Because the physical form in the Astral plane has no silver cord, the physical astral traveler must find a *color pool* to his home plane and use it to get back home.

The probability travel psionic ability only permits the traveler to find other alternate Prime Material planes that have portals on the Astral. This particular psionic talent causes other *color pools* to be *invisible* to the traveler. Passage through such portals is impossible. The traveler using this psionic ability can only move through the Astral to other Prime Materials.

Color Pools

The gateways to the myriad alternate Prime Material planes and the first layers of the outer planes appear as two-dimensional pools of rippling colors. These range in size from 10-60 feet in diameter. They are visible from only one side, so that a traveler approaching from the "blind side" can pass through a *color pool* without realizing it (the effects of this are discussed under *color pools* in the *Encounter* section page 66).

Travelers who enter the Astral always find themselves near a pool of silvery color. In the case of those *projecting* into the Astral, their *silver cords* lead back into that pool. Silver pools that ripple like mercury in a pan always lead to the plane the traveler *projected* from. The gateways to other planes can be identified by color, as follows:

D20 Roll	Plane	Color of Color Pool
1	Concordant Opposition	Leather Brown
2	Happy Hunting Grounds	Emerald (Faceted Green)
3	Olympus	Sapphire (Faceted Blue)
4	Gladstheim	Indigo
5	Limbo	Jet (Reflective Black)
6	Pandemonium	Magenta
7	Abyss	Amethyst
8	Tartarus	Olive
9	Hades	Rust
10	Gehenna	Russet
11	Nine Hells	Ruby
12	Acheron	Flame (Bright Orange-Red)
13	Nirvana	Diamond (Faceted Blue)
14	Arcadia	Saffron
15	Seven Heavens	Gold
16	Twin Paradises	Amber
17	Elysium	Opal
18	Prime Material	Silver
19	Other Prime Material	Other Metallic Colors
20	Ethereal	Spiraling White

Portals to one's own Prime Material plane are always silver. Those to alternate Prime Material planes are other metallic colors, such as bronze, gunmetal, tarnished silver, or brass. The same is true for creatures of alternate Prime Material planes: their home portals appear silver and those of others are other metallic shades.

The portals to the Ethereal look like milky water flowing in a spiral pattern. What the astral traveler is seeing is the end point of an *ether cyclone*, where it disrupts the barrier between the Ethereal

and Astral planes. Individuals passing from the Ethereal to the Astral are treated as physical-form travelers (they lose their ethereal nature). Traveling from the Astral to the Ethereal in physical form endows the travelers with *etheralness*. Traveling from the Astral to the Ethereal in astral form results in the creation of an ethereal body in a similar fashion to creation of a body in the outer planes. The ethereal-astral form cannot reenter the Prime Material plane in which the original body resides. In either case, the traveler from the Astral to the Ethereal finds himself in the middle of the *ether cyclone*, with all resultant effects and penalties (including sudden and violent expulsion back into the Astral or other plane of existence).

The above color pool determination is standard for the AD&D® game and will be used in general discussions. DMs can alter the preceding color scheme to allow the characters in their worlds the excitement of discovering the planes. The only constant should be the silvery nature of the home plane.

A *color pool* can be used to view the plane before entrance is made. For those travelers using *projection*, only the caster of the spell can view through the color pool, while for those physically in the planes (or in cases of multiple casters of *projecting* abilities), the individual with the highest Intelligence controls the color pool's viewing. If two individuals of equal Intelligence are attempting to control a pool, it does not view into the regions beyond.

To see the plane beyond a pool, the viewer must apply mental concentration when within 30 feet of the pool. The force of this concentration causes the pool to become transparent, revealing a viewing area about 1d4 x 100 yards above the landscape of the plane being viewed.

The precise location of the viewing portal on the plane is set by the user of the *color pool*. A percentile roll is then made to determine how close he is.

D100	Roll	Result
1-50	On target—100 yards above the surface of the area being viewed	
51-75	Close—1d4 x 100 yards above the surface and within 1 mile of the area desired	
76-95	Far—1d4 x 100 yards above the surface and 10d10 miles away from the desired area	
96-00	Way off—1d4 x 100 yards above the surface in a completely different part of the plane	

Once a *color pool* is used to view a specific scene, that pool is set to the area being viewed for one Prime Material day, regardless of whether the scene is the one desired or not. After that day has passed, another attempt can be made to bring the viewing point to the desired area. Alternatively, the traveler can set out again in the Astral plane and look for another *color pool* leading to the same plane. There are an infinite number of color pools leading to the planes adjacent to the Astral.

It is possible to form viewing portals inside large structures with high ceilings (50+ feet high), though a thin film of lead can prevent the formation of a portal. Any viewing of the Ethereal plane reveals the inside of an ether cyclone, with no way of moving the viewpoint elsewhere (the cyclone moves with the viewer). There is also a 10% per round cumulative chance of the concentrating traveler and all within 30 yards of the portal being sucked into the heart of the ether cyclone, with all effects of that storm taking immediate effect on the travelers.

The concentrating traveler can move the portal about as if it is a disembodied observer. It moves at a rate of 10 times the trav-

eler's intelligence in yards per round. An individual with an Intelligence of 17 can move the pool's viewpoint 170 yards per round.

This swift movement of the viewing point enables the traveler to view large areas, but there are limitations:

- The viewing portal cannot pass through solid objects in the plane being viewed. It must also have sufficient space to pass through an area of the same diameter as the pool. In other words, a 10-foot-diameter pool could not fit through a five foot by five foot window and enter a room. It can, however, remain outside the window and the traveler can see inside. The traveler can control the movement but not the size of the viewing portal.

- The viewing portal only moves forward. It can spin on its axis to a new orientation, but cannot move sideways or backward.

- Areas of intense magical activity, such as a magic-user's research area or an alchemist's lab, slow movement to a maximum of 10 yards per turn. A city that contains a high population of spell casters, a magic-user's college, a thriving clerical class, or a powerful extradimensional being also slows the portal to 10 yards per turn.

- Certain creatures can use their attack forms through these pools to affect the viewer (see below).

- Individuals of great power can become aware of the intrusion and shut off the portal. Those of the same Intelligence as the pool's controller can cause the pool to fog over for as long as they concentrate on it. Those of higher Intelligence can shut the pool down entirely, causing it to collapse at 10 feet per round until it completely disappears. The viewer is given the choice of entering the pool before it shuts or of finding another pool. Silver cords that reach through a pool that closes or fogs over are unaffected, though in the former case the traveler must find another such pool leading to that plane to rejoin his body.

These astral viewing points are *invisible* to those in the viewed plane, but they can be revealed by spells such as *detect invisible* and *true seeing* and magical items such as *dust of appearance*. Creatures that *detect invisible* as a natural ability or as a result of level can also detect the presence of astral viewing points.

The viewer in the Astral plane is generally immune to attacks from the other plane. The exceptions to this are those creatures such as the basilisks, gorgons, cockatrices, and similar beings whose attack forms affect beings in the Astral plane. Such creatures have the ability to perceive astral portals into their planes and attack through them.

Of the astral-affecting creatures, those that make physical attacks do so against AC 0, while those with gaze or breath attacks need to have the viewing portal in the range of their breath or gaze weapons. Only the viewing point need be within range—those who are watching can be up to 30 feet from the point and still be affected. All those watching through a pool that is attacked must roll successful saving throws vs. petrification or be affected. Companions who are not viewing through the color pool are unaffected.

As an example, a cockatrice attacks a viewing point that leads to a silver-colored pool on the Astral plane. An attack is made against AC 0 and a hit is scored. On the other side of the pool are three characters, two of whom are observing the pool. Those two observers must roll a successful saving throw vs. petrification or be turned to stone. A traveler with a physical form in the Astral plane is turned to stone in a normal fashion. Those in astral form are converted into astral stone. They cannot be reunited with their original bodies until they are changed back into astral flesh. If the caster of an *astral spell* with fellow travelers is so affected, his traveling companions are unaffected, but they are prevented

from leaving the Astral until the caster is restored.

If a spell caster detects a nearby astral viewing point into his plane, he may affect the viewers by a *dispel magic*. (The chance of success is 50% plus [or minus] the difference between the caster's level and the viewer's level.) If the *dispel* succeeds, those viewers within 30 feet are sucked through the pool and into the *dispel* caster's plane.

Travelers viewing the Prime, an alternate Prime, or an outer plane can enter that plane by stepping through the pool. This may not be done for the plane containing the viewer's physical body. Those moving in physical form simply move into the plane. Those traveling by *astral projection* form a physical body on the other side, retaining their silver cord connection. A traveler in astral form cannot create another physical body in the plane in which he left his original body.

Survival in the Astral Plane

Breathing: Time passes so slowly in the Astral plane that neither astral nor physical travelers feel the need to breathe. The astral body cannot be affected by attacks that work through the respiratory system of the target. (Travelers are immune to *cloudkill* spells and fogs of ingestive poison [see DMG, page 20], but are not protected from gorgon breath or insinuating poison.)

Time: Subjective time flows slowest on the astral plane of all the known major plane of existence. A thousand years pass before the traveler feels the effects of a single day in terms of aging or wear on physical items. Spells cast on the astral plane have their normal duration according to the true time of the plane. A potion ingested in the Astral plane is *permanent* for as long as the individual remains on the Astral—it resumes its normal duration upon entering another plane.

Time flows at the same rate in the known planes, but the *effects* of time slow down in the Astral plane to the point where they almost stop completely. This means that a viewer at one of the color pools does not witness a world frozen in time, but one in which time passes at the same rate as for the viewer. The effects of the passage of time in the Astral are slowed by a factor of 365,000 to 1 (Or 170 true days to one subjective round).

Attacks that affect aging (such as a ghost's attack, or a *staff of withering*) have no effect on the Astral plane. The amount of time involved to create important changes by such means is so great that these paltry spells have little effect.

Food and Drink: Neither physical nor astral forms have any need to eat or drink while on this plane. About 300 subjective years must pass before the traveler feels hungry. Food and drink are often brought into the Astral, but only for use in the planes at the end of the journey.

Gravity: The Astral plane is truly weightless, unlike the neutral buoyancy of the Ethereal or the subjective gravity of the inner planes. There is no concept of up or down—an object thrown continues its motion until it hits something solid. The effects of this true weightlessness are discussed in the following section.

Direction: There are no magnetic directions in the Astral. The traveler can move about in the plane by willing himself toward or away from known reference points (see *Movement*).

Vision: Viewing conditions in the Astral plane are extremely clear. Creatures can be seen at 1,000-2,000 yards, and larger objects are easily detected at greater distances. Vision through color pools depends on the conditions in the plane being viewed. Infravision does not function in the Astral plane. Ultravision works up to double its normal range.

Movement in the Astral Plane

There are two types of movement in the Astral plane: physical and mental. Physical movement is the more clumsy of the two. It involves pushing off solid objects in order to create speed. Mental movement involves concentration and is linked to the traveler's Intelligence score.

Physical movement is rarely used save by those unaware of or unable to move by mental concentration, or as a result of incidental action. Throwing or pushing off an object imparts momentum to both objects. The amount of momentum imparted depends on the masses of the objects and their velocities (objects still have mass even though they are weightless). If a halfling were to push off a castle, the halfling would move rapidly in one direction while the castle would move imperceptibly in the opposite direction.

The disadvantage of this form of movement is that there is little to push against in the Astral plane. Walking, running, flying, swimming, and most forms of movement involve pushing off something in order to move. For the few situations in which there is something to push against, use the following guidelines:

- A large object pushing off a small object moves 10 feet per round, regardless of the movement of smaller mass (a man who fires an arrow moves 10 feet per round in the direction opposite to the arrow's movement).
- Two similarly sized objects pushing off each other each move at a speed equal to half the total Strength involved. (A man with Strength 12 pushing off a rock moves 6" per round. Two men with Strength 12 pushing off each other move at 12" per round in opposite directions.)
- A small object pushing off a large object moves at a speed equal to the pusher's Strength. (A man with Strength 12 pushing off a large piece of elemental earth moves 12" per round. The rock moves 10 feet per round in the opposite direction.)

The above suggestions are a simplification of true momentum calculations and intended for simplicity of play. The scarcity of solid objects restricts this method of movement, but it can come in handy in emergencies. (For instance, a low Intelligence fighter [who cannot move very fast by concentration] can fire arrows and propel himself at a speed of 10 feet per round for every arrow fired.) Turning can be accomplished only by pushing in a different direction off another solid object. Striking a large object while in motion has the effect of falling onto that surface from a height equal to the distance covered in one round.

Mental movement is achieved by willing oneself in a direction. The maximum speed possible by this method is 10 yards per minute (30 feet per melee round) per Intelligence point.

Mental movement is at will. Sudden stops and changes in direction can occur at will with no ill effects. In groups that are moving together, use the movement rate of the individual with the lowest Intelligence. Both physical and mental movement can be used during a journey, but never in the same round.

Encumbrance slows down the astral traveler by 10' per round for every 10 lbs (100 gp) carried. Intelligence determines additional carrying capacity (use the Strength table on page 9 of the *Player's Handbook*). Magical items (but not normal items under an *enchantment* spell) have no encumbrance.

Movement Through the Astral Plane

The previously described movement usually occurs during encounters and other small-area situations. Large-scale move-

ment through the Astral plane is similar to the travels of elemental creatures through their own planes. The thought of a certain destination either creates a suitable trans-planar opening nearby or speeds the traveler toward the particular location. Since it is simpler to find portals to other planes than to locate specific areas in the Astral plane, the Astral is used mainly as a plane of transit.

Astral Travel Times

1d6 + 6 hours to a color pool/portal to another plane or different part of Astral

10 x 1d4 hours to a part of the Astral visited before

50 x 1d10 to a part of the Astral never visited before

As can be seen, it is easier to cross the Astral than to find objects within it. Travelers wishing to spend more time in the Astral merely desire it. This desire adds 1d4 + 2 hours to the travel time. Those traveling as a group that is physically in the Astral plane are all affected if one individual of that group wishes to slow; those who are astrally projected have their journey delayed only if the main caster of the spell wishes it to be so.

Encounters in the Astral Plane

Encounters are checked upon the traveler's initial entrance into the Astral plane and every four hours (true time) following that entrance. Roll 1d10; a 1 means that there is an encounter. Encounter checks are also made for those using a color pool to view other planes. These encounter checks are as for the plane being viewed, with a 5% (1 in 20) chance that the portal opens up within striking distance of a creature that can perceive and affect astral travelers (provided that such a creature is native to that plane). These astral-affecting creatures tend to create weak spots in the fabric of the plane, and color pools tend to open onto these spots.

1-75	Creature Encounter
76-85	Color Pool
86-95	Astral Item
96-00	Psychic Wind

Creature Encounters

The Astral is primarily used as a plane to get to other planes, so that most of the encounters are with such outer planar or Prime Material travelers. Even those creatures designated as natives are usually settlers from another plane. The most powerful encountered creatures are not really present; their astral forms are what the traveler encounters in this plane.

Astral Creatures

Name	Number	Book	Notes
Common Monsters			
Cerebral Parasites	3d4	MM	
Daemon, Minor			
Charonadaemon	1	MMII	O
Derghodaemon	1d4	MMIII	O
Hydrodaemon	2d4	MMII	O
Piscodaemon	3d4	MMIII	O
Yagnodaemon	1d6	MMII	O
Daemon, Lesser			
Vrock	1d6	MM	O

ASTRAL (Encounters)

Hezrou	1d6	MM	O
Glabrezu	1d6	MM	O
Succubus	1	MM	O
Babau	1d6	MMII	O
Bar-Igura	1d6	MMII	O
Chasme	1d6	MMII	O
Dretch	5d4	MMII	O
Rutterkin	3d4	MMII	O
Deva, Astral	1d2	MMII	O
Devil, Lesser			
Barbed Devil	3d4	MM	O
Bone Devil	2d4	MM	O
Erinyes	4d4	MM	O
Abishai	3d4	MMII	O
Bearded Devils	2d4 + 2	MMII	O
Human Travelers	1d10	*	P
Invisible Stalker	1	MM	S
Night Hag	1d4	MM	O
Nightmare	1d4	MM	O
Slaadi			
Red	3d6	FF	O
Blue	2d6	FF	O
Green	1d6	FF	O

Uncommon Monsters

Aerial Servant	1	MM	S
Agathion	1d6	MMII	O
Baku	1d4 + 1	MMII	O
Diakk	2d6	MMII	O
Githyanki	2d10	FF	N
Lammasu, Greater	1d2	MMII	O
Rakshasa	1d4	MM	O
Shedu	2d4	MM	P
Titan	1d2	MM	O

Rare Monsters

Berbalang	1	FF	N
Daemon, Greater			
Mezzodaemon	1d3	FF	O*
Nycadaemon	1d2	FF	O*
Arcanadaemon	1d3	MMII	O*
Ultrodaemon	1	MMII	O*

Demon, Major			
Nalfeshnee	1d6	MM	O*
Marilith	1d6	MM	O*
Balor	1d2	MM	O*
Nabassu	1d2	MMII	O*

Devil, Greater			
Horned Devil	1d4 + 1	MM	O*
Ice Devil	1d4	MM	O*
Pit Fiend	1d3	MM	O*
Styx Devil	1d2	FF	O*

Foo Dog	2d4	MMII	O*
Geniekind	1d4	MM, MMII	S
Githzerai	1d10	FF	P*
Hollyphant	1d3	MMII	O
Intellect Devourer	1d2	MM	P
Ki-Rin	1d4	MM	P
Mind Flayers	1d2	MM	P*
Modron, Hierarch	1	MMII	O
Moon Dog	2d4	MMII	O
Oni, Go-zu	2d10	OA	O*
Oni, Me-zu	2d10	OA	O*

Phoenix	1d4	MMII	O
Planetary	1d2	MMII	O*
Slaad,			
Death	1d2	FF	O*
Grey	1d2	FF	O*

Very Rare Monsters

Cat Lord	1	MMII	O**
Charon (Daemon)	1	MMII	O
Daemon, Master	1	MMII	O**
Demon Prince or Lord	1	MM, FF, MMII	O**
Devil, Duke or Arch-	1	MM, MMII	O**
Doc Cu'o'e	1	OA	P
Dragon, Platinum	1	MM	O**
Dragon, Chromatic	1	MM	O**
Dragon Horse	1d3	MMII	P
Foo Lion	1d4	MMII	O*
Generals of Anim. Kng.	1	OA	O*
Opinicus	1d2	MMII	P
Power	1	MoP	O**
Retriever	1	FF	O
Shedu, Greater	1d3	MMII	P
Shirokinukatsukami	1	OA	O*
Slaad, Lord	1	FF	O**
Solar	1	MMII	O*

Notes:

- MM = Creature described in the *Monster Manual*
- MMII = Creature described in the *Monster Manual II*
- FF = Creature described in the *FIEND FOLIO*® tome
- OA = Creature described in *Oriental Adventures*
- MoP = Described in *Manual of the Planes*
- N = Creature is native to the Astral plane
- O = Creature is native to outer planes but has physical existence in Astral
- O* = Creature is native to outer planes—70% chance encounter is with astral form of creature
- O** = As O*, but 100% chance encounter is with astral form of creature
- P = As for O, but creature is native to Prime plane
- P* = As for O*, but creature is native to Prime plane
- S = Creature is native to an elemental plane—only on a mission and is not in best of moods
- * = Human Encounters: Human encounters are of two types: single travelers or groups of travelers. Each type has a chance of being present either in physical or astral form.
- * A lone traveler has a 50% chance of being present in either astral or physical form. If astral, the individual is of sufficient level to cast the *astral* spell, have *astral projection* as a psionic ability, or possess some plane-spanning device.
- * A group of travelers is 70% likely to be encountered in astral form and has a cleric, magic-user, or other spell caster capable of casting the *astral* spell. If in physical form, the travelers are in the Astral either as *probability travelers*, or they possess a device that brought them into the Astral.

ASTRAL (Encounters)

Human Encounter Table

Class Roll	Subclass Roll	Character Type	Level Range
1-10	1-75	FIGHTER	11-20
	76-80	Ranger	11-18
	81-83	Barbarian	10-17
	84-90	Cavalier	8-17
	91-00	Paladin	12-23
11-50	1-80	CLERIC	11-20
	81-00	Druid	11-20
51-90	1-90	MAGIC-USER	15-26
	91-00	Illusionist	11-20
91-99	1-90	THIEF	11-20
	91-98	Thief-Acrobat	11-20
	99-00	Assassin	10-15
00		Other (DM's choice)	
		Monk	10-17
		Bard	13-20
		(7-8 F, 6-9 Th)	

The traveler(s) has abilities and levels as determined on page 175 of the *Dungeon Master's Guide*. Single travelers encountered by powerful parties can have 1d6 additional levels and are well versed in the nature of the Astral plane.

Astral Encounter Chart

D8 +	D12 Roll	Encounter
2		Unique Power
3		Dragon Horse (1d3)
4		Githzerai (1d10)
5		Berbalang (1)
6		Ki-Rin (1d4)
7		Githyanki (2d10)
8		Rakshasas (1d4)
9		Deva, Astral (1)
10		Nightmares (1d4)
11		Human Travelers (1d10)
12		Blue Slaadi (3d6)
13		Charonadaemon (1)
14		Titans (1d2)
15		Greater Lammasu (1d2)
16		Foo Dogs (2d4)
17		Balor Demons (1d2)
18		Planetars (1d2)
19		Foo Lions (1d4)
20		Solar (1)

Color Pools

These gateways to other planes are described in the *Movement* section. From one side they are completely *invisible*, so there is a 1 in 10 chance per encounter that the traveler does not see the pool unless he has the ability to detect *invisible* objects.

Moving through a color pool is like pushing through a soft, resilient membrane. The pool gives before the traveler, and swallows him completely, discharging him on the plane the pool connects with. It is not possible to be on the Astral and another plane at the same time, or stick only part of the body through the pool into the plane beyond.

Entering a color pool from the backside has the same effect as entering it through the front—immediate transport to the surface of the plane to pool is keyed to. The disadvantages are that no care has been taken to examine the plane, so the traveler is immediately thrown into alien and possibly dangerous situations. If those accompanying the suddenly missing traveler check the other side of the disk and cause it to clear, the chance of the viewing point being in the same area as the missing traveler is the same as the standard roll for positioning a color pool over a specific location on the plane (see page 62).

If the traveler who moves through a color pool is the caster of the *astral* spell, the other members of the party are drawn into the pool as well (having no choice in the matter).

Only 15% of the color pools are two-way (i.e., enable travelers to move back and forth from the Astral to the other planes repeatedly). These portals can be moved about in the plane, but they are visible to beings on the plane they peer into and are therefore often eliminated or tightly controlled by those beings. Of this 15%, 5% are two-way, permanent, and cannot be dispelled. These are referred to as *fixed portals*, and are not normally found as random encounters (see *fixed portals* at the end of this chapter). Those pools that are one-way can only peer and allow passage from the Astral into an adjacent plane. They disappear after the travelers have moved through the pool (though they may be easily recreated by the *astral* spell or similar magic on the other side).

Astral Items

The most common astral item is the wormhole, also called a vortex, maelstrom, or astral conduit. These resemble huge grey waterspouts with the ends disappearing in the distance, swirling and turning slowly in Astral space. These conduits are actually gateways between the Prime Material and the outer planes. They physically transport travelers from a particular location in one plane to a particular location in the other. The travelers spend only a few seconds in the Astral plane during their journey.

Of these conduits, 80% have fully functioning gates at both ends. An astral traveler entering this type of conduit is whisked to one of the planes (50% chance each, though never to a plane where a *projecting* character has a physical body). The remaining 20% of the gates are incomplete, either still in the process of being spun or sundered and in disuse. Such maelstroms only carry those caught within into one plane, and they cannot be used for a return trip.

Travelers in astral form who are sucked into these conduits and have their cords severed do not perish—they gain a new physical body on the plane they land in (if the sucked-in traveler had compatriots who were attached to him via silver cords, they must join him within 1d10 turns or they will perish). Physical forms are unchanged by the passage into the other plane.

Unlike color pools, these conduits can lead to deeper layers than those normally accessible from the Astral plane. Indeed, this is the only safe way that the lower levels of the Abyss may be accessed (if "safe" is the correct term for anything in that plane). Also unlike color pools, wormholes cannot be moved about, but have definite termination areas at both ends.

These astral conduits exert a mild attraction, so that those within 1,000 yards are pulled toward the conduit at 120 yards per round. Those who cannot move fast enough to escape this pull (those of 11 Intelligence or less) are dragged into the conduit and transported to another plane.

Astral conduits are not the only items that a traveler can encounter. The DM can select from a variety of other items,

including the following:

- The physical body of an astral traveler who has been slain or turned to stone in an encounter. Treat the body as a single traveler as far as treasure and abilities (if restored) are concerned.
- An island of matter, or piece of another plane lost in the Astral. These islands vary from a few yards across to the size of a demi-plane. Included here are demi-planes sucked through huge plane-rupturing rifts in the ether, towns and villages that have parted from their parent planes, and outposts built by forgotten magical empires.
- A bit of elemental matter from the Ethereal plane. These ethereal islands include pockets of earth similar to the island of matter above, spherical balls of elemental fire that burn without need of combustion or fuel, spheres of water (in a weightless environment water tends to form spheres), and balls of physical air. Each of these pieces of elemental matter has a surface that can be walked upon. The traveler who enters an elemental pocket is affected as if he had entered that plane.
- The lairs or former lairs of githyanki, githzerai, wizards, and lesser powers in the Astral plane.
- Arrows, bolts, or stones from a distant combat, which have continued into the traveler's path. There is a 1 in 10 chance of one member of the group being hit by a missile.
- The occasional artifact that a brave and noble adventurer removed from his native plane, where its very presence inflamed the greed of his fellows, the ire of enemies, and the interest of the Great Powers.

The DM can create special islands of matter as adventure areas, and allow the astral travelers to discover these in the wanderings through the plane.

Psychic Wind

The psychic wind is the greatest single danger in the Astral plane (running into the astral form of Orcus is a close second). The psychic wind is not a wind like Prime Material winds or those in the plane of elemental air. It is first sensed as a rapid darkening of the silver-grey sky around the astral traveler. In 1d10 rounds the plane becomes jet black, shot with streaks of indigo. Normal fires lit at this time aid in sight, as do *light* spells, but infravision does not operate (though ultravision functions normally). As the sky darkens, the traveler feels some buffeting and shaking, as if the plane itself is rebelling against the storm. As quickly as it comes, the psychic wind passes, and the sky returns to normal in 1d10 rounds.

For the effects of a psychic wind on the astral travelers, roll 1d20. All travelers in the group are affected by one roll, though those that are traveling physically may be affected differently than those traveling by *astral projection*.

The Roll Effect

- 1-12 Normal wake of the storm: Astral-projection travelers add 1d4 + 2 hours to their travel time. Physical travelers cannot leave the Astral plane for 1d4 + 2 hours unless moving through a color pool.
- 13-16 Strong Wind: Astral projection travelers are lost, and take 2d10 true days to return to their bodies. Physical travelers are marooned in the Astral plane for 2d10 days as a result of turbulence in the plane. They cannot leave the plane during that time, even by color pools.
- 17-19 Cross-Current: Two things can happen to *astral projection* travelers (50% chance for each), either taken to a different color pool than the one they were intending

(roll randomly for pool) or drawn within 1,000 yards of an astral wormhole. Other travelers are unaffected by the wind. Color pools can be used to enter other planes.

20

Psychic Wind Storm: Those travelers using *astral projection* spells must roll a successful saving throw vs. spell or be slain when the astral cord snaps. *Projecting* characters making the save (and those who are physically in the plane) are lost for 4d10 days, at the end of which time the astral travelers can return to their original bodies and the physical travelers can use pools, spells, or devices to leave the plane.

Combat in the Astral Plane

Combat in the Astral plane is governed by the weightless nature of the environment and by the domination of mind over matter, both in movement and combat.

Both physical and astral forms can be hit in combat. The only difference is that a physical form can be slain on the Astral plane, while the destruction of an astral form results in coma (and possible death) for the individual on its home plane.

The weapons and armor of the physical traveler work the same in the Astral as in the Prime Material. A physical traveler in ordinary plate mail remains AC 3 in the Astral plane. Remember that the bonuses of magical items are reduced by 1 in the Astral.

Weapons carried by *astrally projected* traveler inflict the standard amount of damage, but nonmagical armor and armor rendered nonmagical upon entering the Astral plane provide no protection. The base Armor Class of an unarmored astral individual is AC 8. A traveler in plate mail who is *astrally projecting*, bringing his armor along by means of a *Nystul's magic aura*, gains no benefit from that armor in combat and is considered AC 8. In both forms of astral travel, Armor Class can be further modified by bonuses for high Wisdom (see below).

Strength and Dexterity do not affect astral combat, as the ability to strike a hit and move out of the way of an attack is determined more by Intelligence and Wisdom. The traveler's Intelligence determines the modifiers to attacks and damage, and his Wisdom determines the modifiers to bow fire and Armor Class.

For example, a traveler physically in the Astral plane is armed with a short sword and armored in *chain mail* +1. He has the following abilities: Strength of 12, Intelligence of 17, Wisdom of 15, and Dexterity of 17. On the Prime Material he is AC 1 (+3 Dex, +1 Chain), with no modifiers to hit or damage. When physically in the Astral, he is AC 4 (the nonmagical chain gives him a base AC of 5). He gains an AC bonus of 1 from his Wisdom (use his Wisdom score on the Dexterity table on page 11 of the *Player's Handbook* to determine this bonus). He is +1 to hit and damage from his Intelligence (check his Intelligence score on the Strength table on page 9 of the *PH* to find these bonuses).

If the traveler above is in the plane *astrally*, his AC is 7 (the nonmagical chain provides no benefit, but he gains the bonus from Wisdom) and he is +1 to hit and damage (though the nonmagical sword does not enter the Astral plane unless a temporary enchantment is placed upon it).

As in the Ethereal, beings in the Astral can be attacked from above and below, as well as from the sides. A target of size S can be attacked by up to eight other size S creatures, six size M creatures, or three size L creatures. A target of size M can be attacked by up to 12 size S creatures, eight size M creatures, or six size L creatures. A target of size L can be attacked by a horde

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of 18 size S creatures, 12 size M creatures, or eight size L creatures.

The orientations of up and down are determined by the individual and can change from round to round with no effect on the combatant.

Attacks from above negate shield bonuses, but the target is shielded if physically in the plane and wearing a helm, or *astrally projected* and wearing a magical helm that retains its enchantment in the Astral plane.

Attacks from below are considered as attacks from the rear for all purposes, including thief *backstabbing* abilities.

Missile fire is particularly affected by the nature of the Astral:

- Missiles do not have to be aimed high to arch when fired, as they must in the gravity-affected Prime plane. Those individuals from a plane with gravity suffer a -2 penalty to hit for the first 2-5 shots in the plane (after this number of shots, they are acclimated to firing in zero gravity).

- Long ranges for missile fire is twice the listed range for missiles on the Prime plane. Beyond this doubled range, all missiles miss their targets, but continue moving until they hit something. Do not throw your *hand axe* +2 in this plane unless you can figure out a way to get it back if you miss.

Poison does no harm in the Astral plane as long as the victim remains here. A character who has been poisoned in the Astral must roll a saving throw vs. poison, but he suffers no adverse effects until he physically enters a plane where the effects of time pass at a more reasonable rate. Insubstantive (contact) poisons and venoms that enter the victim's bloodstream are the most effective; the lack of a need to breathe, eat, or drink limits the effectiveness of ingestive poisons.

Fire, cold, and other magical attacks inflict normal damage in the Astral plane against both astral and physical bodies.

Water, acid, and other liquids pose a different peril to the traveler. In a weightless environment, the surface tension of liquids controls their behavior, which is why they form naturally into spheres in this plane. When touched, however, liquids flow over the intruder in a light film. Liquids that inflict damage, such as acid or holy water to undead, inflict twice the listed damage since they effectively cover the target's entire body. More importantly, a victim so covered cannot talk without letting the liquid into his lungs and drowning in 1d4 meleé rounds. A victim covered with a liquid film cannot use spells with verbal components, unless he has a device that permits *water breathing*. Various methods of removing this covering include severe toweling, stepping into a plane where gravity exists, or spinning the victim around fast enough so that the water flies off his body.

Finally, natural healing does not function in the Astral plane except for creatures that are native to the plane. Travelers who are injured can regain hit points either via magic, or by journeying to a plane where time passes more rapidly.

Magic in the Astral Plane

The nature of the Astral plane does not impede spell casting—the astral medium allows the spell-casting traveler to breathe, communicate, and intone the words necessary for casting. Any spell components that are not magical must be given a mild enchantment to allow their passage into the Astral, but they can also be brought into the plane physically. A spell caster cannot move or dodge while casting spells; if already moving, he must continue moving with the same velocity (direction and speed) as

the previous round in order to cast the spell. As always, any major interruption of spell casting (including hitting something solid) disrupts the spell.

Spells that normally affect a flat area, such as *bless* and *haste*, in the Astral affect a spherical area whose radius equals the least of the two planar dimensions affected in the Prime. Similarly, the various *wall* spells and similar constructions that create surfaces generate hollow spheres with radii of 10 feet plus 2 1/2' per level of the caster, regardless of the listed area of effect.

Items created in the Astral plane are affected by the weightless environment. Water forms into circular balls (see above for touching these balls). Fires burn in circular flames without consuming their fuel sources. Heat and cold are very poorly conducted by the astral medium, so even a very hot or cold spell effect cannot be felt by those just outside the spell area.

Spells cannot normally have an effect through the color pools into other planes. The exceptions are those spells that impart usable abilities to the viewer (such as *infravision*, but not *detect magic*, which would be cast on an object in the other plane). Spells cast from the other plane on those viewing through the pool have no effect, the exception being *dispel magic* and similar spells, which would bring the viewers into the realm of the creature being viewed (see *Color Pools*).

Astral space has no extradimensional component, thus spells that involve extradimensional space do not function. Items and existing spells that use extradimensional space are either not accessible at all or bring those spaces into existence in the Astral (50% chance for each). A *portable hole* either does not function (50%) since its contents are in an extradimensional space and cannot be found until the traveler enters a plane with an extradimensional component or (50%) it creates a huge bag of the dimensions of the *portable hole's* interior in the Astral plane.

The Astral also has no egress to the Ethereal save through an ether cyclone, so those spells that require access to the Ethereal or inner planes do not function.

Abjurations

Abjuration spells work normally in the Astral plane, except that they cannot affect on the fabric of the Astral itself. While magical in nature, the plane is stronger than any petty spells, and cannot be dispelled or held back.

Examples:

- The druidical *anti-plant* and *anti-animal shells* function normally, but they are not incredibly useful unless plants or animals are encountered in the Astral plane. There are no such creatures native to the plane.
- The *dispel magic* spell affects *astrally projected* travelers by casting them back into their original bodies (though otherwise leaving them unhurt). It has no effect on physically present individuals other than to perhaps disrupt existing spells. It has no effect if cast against the plane or against silver cords.

Alterations

- Spells that contact the Ethereal and inner planes, or make use of extradimensional space, do not function (there is no real link between the Astral and these planes).
- Objects that are animated by alteration spells have an intelligence of 0 for purposes of movement, but they can attack creatures that move next to them.

- Alteration spells that modify an individual's abilities can be cast, but those that affect movement only work in situations where that movement is permitted in the Astral.

- Alteration spells that modify or control existing conditions function only where these conditions already exist. They cannot call these conditions into existence.

Examples:

- The *vanish* spell does not operate as it sends the victim into the Ethereal. Similarly, the *rope trick*, which opens into extradimensional space, does not function.

- An *animated object* cannot move, but it can be thrown and attack those that it strikes.

- Many alterations affect movement abilities. *Fly* only functions in balls of air that are encountered. *Jump* is useful only when there are solid objects to push off (see page 64). Spells such as *succor* and *teleport* function within the limitations of those spells if extraplanar travel is attempted. *Slow* and *haste* spells affect only muscular movement; they do not have any effect on mental concentration movement (though all other actions, such as combat, are slowed or quickened).

- The *control winds* spell works only in a bubble of air in the Astral. It cannot affect the nature of the Astral plane itself. The *control winds* spell has no effect on the psychic wind, as this is not a true wind.

Conjurings/Summonings

Conjuration and summoning spells are severely restricted by the nature of the Astral plane. Spells above a certain level do not function in this plane, since the creatures of the outer planes have a good idea of what goes on in the Astral plane and are unwilling to walk into spells that ensnare, subjugate, or harm them. The following restrictions apply

- Clerical conjuration/summoning spells of 4th level or higher do not function.

- Druidical summoning spells of 3d level or higher do not work.

- Magic-user and illusionist summoning spells of 5th level or higher do not function unless linked with abjuration magic or if it has only a verbal component.

- Summoning cantrips do not operate. Those that use conjuration magic function normally.

- Spells that call for the direct intervention of a Greater Power work only if the Astral is the native plane of that power. Deities from the outer planes may be beseeched via such spells, but they are reluctant to manifest themselves and turn the Astral into a godly battleground like some Prime Material planes.

Examples:

- The 4th-level druidical spell *animal summoning* does not function in the Astral, though the 6th-level spell *fire seeds* does work because it uses only conjuration magic.

- *Power word* spells work, as they have only verbal components.

- The *prismatic wall* spell, and those spells related to it, works normally, as it also calls upon abjuration magic. This is one of the few cases in which a combination spell is an exception to the limitations of both classes.

- *Gate*, *alter reality*, and *wish* require the attention of a Power-class being. Thus they function only if that being makes the Astral plane its home.

Special Cases:

- The *death* spell can be cast in the Astral plane, even though it is a high-level spell, is not linked to any other spell type, and is not solely verbal. The reason for this spell's operation might be the result of the mutual consent of the Greater Powers, the presence of Anubis as the sole Greater or Lesser Power in the plane, or some unknown factor that makes this spell different from all other conjuration and summoning spells.

Divinations

Divination spells function normally, with three special cases. Divinations that require contact with beings of the Inner or Ethereal planes do not function, as these planes cannot normally be reached from the Astral.

Special Cases:

- The Astral plane is inherently magical in nature, so a *detect magic* spell causes the entire plane to radiate magic. It is possible to discern other magical energies against this background radiation: there is a 5% chance for most normal enchantments (significantly higher for artifacts). *Astrally projected* individuals always radiate magic, but physical travelers only radiate magic if they are carrying magical items.

- The *find the path* spell gives the caster the ability to locate the best way to reach the desired goal, carving four hours off the travel time (travel time is still at least one hour). The spell's reverse, *lose the path*, increases travel time by four hours.

- Spells such as *true sight* and devices such as a *gem of seeing* reveal the fully infinite nature of the Astral plane, an experience that often overwhelms the viewer. The chance of being stunned by this panorama is 100% minus 5% per level. Those stunned are immobilized for the duration of the spell (or for 1d6 true turns if viewing through a device).

Enchantments/Charms

- The target creature or creatures must be present in the plane. These spells cannot call into being creatures from other planes.

- Spells that manipulate or call into being extradimensional space do not function, as there is no extradimensional space in the Astral.

- Spells that leave the caster's body without a spirit in the Astral plane (such as a *magic jar* spell) can attract the attention of an astral searcher. Any creature encounter rolled for such a body is with an astral searcher creature seeking to possess the caster's body and use it as its own.

Examples:

- The *deeppockets* spell, which uses extradimensional space to increase the holding capacity of a cloak or suit, cannot be cast in the Astral plane. If such an object is brought into the plane, either the cloak now has voluminous, obvious pockets of the required size, or the pockets cannot be reached until the traveler returns to a plane that permits extradimensional space.

- The druidical *animal friendship* functions if there are animals encountered in the Astral plane (an unlikely occurrence at best). Though such animals may not be hungry, they accept food from the caster of the spell.

- The *fablemind* spell works normally. Victims of the spell have 0 Intelligence for purposes of movement and combat, but they can still move physically.

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Special Case:

- The construction required in the *golem* spell progresses according to the slow passage of subjective time in the Astral plane. Thus the spell is practically useless.

Evocations/Invocations

- Invocation spells function only if that cleric's deity makes his home in the Astral, Prime, or outer planes.
- Materials created by evocation spells have all the physical properties of those materials in the Astral plane. See the comments at the beginning of this section for the effects of area and wall spells in this plane.

Example:

- The clerical *spiritual hammer* spell functions only if the cleric's deity is on the Prime, Astral, or one of the outer planes. It does not work if the cleric worships a deity on the Ethereal plane, despite the occasional connection between the two (via the violent ether cyclone).

Special Cases:

- The astral spell obviously cannot be cast by an individual who is already *astrally projecting*, but it can be cast by a traveler who is physically in the plane. Unless a safe haven is found for that physical body, both astral and physical forms are subject to encounters, attacks, and the effects of the psychic wind while on the Astral plane.
- The *dig* spell requires a suitable surface, but has the added danger that the flying earth and dust does not settle back down to earth. Those within the area are affected as for a *stinking cloud* spell and must roll a successful saving throw vs. wands or be blinded for 1d4 rounds.
- The spells created by the archmage Bigby have special effects on the Astral plane, where the Intelligence of the caster affects the success of the spell. Against creatures that are moving physically (pushing off objects, etc.), the spells function as usual. Against creatures that are moving by mental concentration, the spells have the following effects:

Interposing hand: All those of lesser Intelligence than the caster are stopped, others slowed in movement by 50%.

Forceful hand: Speed of creature slowed or reversed by the difference in Intelligences—higher Intelligence controls the direction of movement. Equal intelligences result in no movement.

Grasping hand: As *interposing hand* if the caster is less intelligent than the victim, but it repels the victim as a double strength *forceful hand* if the caster is more intelligent.

Clenched fist and crushing hand function normally.

The hand spells have the hit points and Armor Class of the magic-user on the round the spell was begun.

Illusions/Phantasms

Phantom-based magic without an illusionary component does not function in the Astral plane. Illusionary magic and phantasm magic with an illusionary component function normally here.

Examples:

- The spells *phantom wind* and *phantom steed* have phantasm components without illusionary abilities and thus cannot be cast in the Astral plane.
- All *phantasmal* forces have illusionary components and can be cast. Indeed, the large number of creatures that find their way

into this plane from the outer planes and alternate Primes make phantasms more believable than in the standard fantasy setting.

Necromantics

Spells of the necromantic type function normally in the Astral plane. Those that involve restoring the lost spirit to a body have a chance of attracting an astral searcher (from the *FIEND FOLIO* tome) if the attempt fails. The chance of this occurring is equal to five times the body's previously highest level, rolled on percentile dice.

Example:

- A *raise dead* on an 18th-level magic-user's body works properly. If the system shock roll fails, however, there is a 90% chance (18 times 5) that an astral searcher inhabits the body.

Special Case:

- A clone created on the Astral plane grows at the subjective rate of the plane (1 day equals 1,000 years). It is highly unlikely the clone's creator will be around when the clone comes to full completion, or if even the creator's civilization will exist in that far future time. For this reason, clone growing is not practical in the Astral, unless an enterprising DM wants to run campaigns separated by at least 60,000 years.

Combination Spells

In general, the combination of different spell types places the spell under all the restrictions of both spell types. The exception is the combination of abjuration and conjuration or summoning spells, in which case the restrictions on the conjuration or summoning spells are ignored.

Magical Items

Magical items taken from the Prime Material plane obey the following restrictions:

- Weapons are reduced by one plus to hit and damage. Weapons that have particular effects against astral creatures retain their pluses. The same is true for creatures whose special attacks affect the astral plane.
- Armor and protection devices are also reduced by one plus for Armor Class and saving throw protection. Bracers and items that grant a particular Armor Class are unaffected.
- Potions effects are as for the type of magic they duplicate. The nature of liquids in the weightless environment poses a few difficulties. Normal potions in normal vials have the viscosity of ketchup and tend to cling to the sides of the vials. It takes 1d4 rounds to consume a potion in such a vial, and there is a 5% chance that the user chokes (though does not drown) and loses the effects of the potion. Drinking potions from wineskins or soft flasks avoids this difficulty and allows consumption in one round.

Oils can be applied in one round by dipping a finger in the oil and letting it spread over the body. Magical oils never cause choking or drowning, but some, such as *oil of ethereality*, have no effect on the Astral plane. Potions are permanent as long as the individual is on the Astral plane, but their durations elapse normally after the user leaves this plane. Consuming additional potions runs the danger of potion miscibility (*DMG*, page 119).

- Magical items that tap into extradimensional space or the Ethereal or inner planes do not function in the Astral. Items that call upon powers from those planes are equally ineffective.

Player Characters

Magic-Users and Illusionists

See *Magic in the Astral Plane* (page 68) for the working of spells here. Spell books are by nature slightly magical and project astrally with the astral traveler. Spells cannot be recovered under normal circumstances in the Astral plane because of the slow passage of subjective time. Spell casters desiring to regain spells must reach a plane in which they can rest and relearn their magic. If an *astrally projecting* spell-caster loses his spell book, the earthly form of that book rots within 1d10 turns.

Clerics and Druids

See *Magic in the Astral Plane* (page 68) for the working of spells in the Astral. As for other abilities:

- A cleric or druid regains the usual amount of spells if his deity resides in the Astral plane. Otherwise he is limited as a magic-user in having to seek a safe haven to study in a plane with a faster subjective time flow. A cleric who can regain spells does so by rest, which consists of meditating in a motionless state for the required amount of true time. This is an exception to the general rule that forbids the rest and relearning of spells in the Astral.
- Holy symbols, holy water and its containers, and mistletoe and oak leaves harvested for use in druidical spells, are all mildly magical in nature. These items become astral provided the druid or cleric has these items on his person when the spell is cast.
- A cleric can turn undead that are in the Astral plane, but not those he observes through the viewing points opened by *color pools*, even if these undead are aware of the cleric's presence.
- Druidical special abilities, including the identification of plant type, animal type, pure water, pass through overgrowth, immunity to woodland creatures' *charm*, and shapechange function normally in the Astral plane, though they are of little use here.
- Hierophant druids of the highest level can roam the inner planes' probability lines in a method similar to the psionic ability *probability travel*. The druid moves through the Astral plane, but cannot see or enter (even by accident) color pools that do not lead to Prime Material planes.

Thieves

All thieves and their subclasses and split-classes retain their thieving abilities with the following restrictions:

- Light comes from the plane itself in the Astral, so there are few shadows to hide in to start with. The chance of hiding in any existing shadows is unaffected.
- Noise travels very well for short distances in the Astral, so the *hear noise* chance is increased by 10%, but the chance of *moving silently* is reduced by 10%.
- The ability to *climb walls* is of little use in a weightless environment where movement is by mental command. However, there can be situations when moving over a solid surface without pushing off from that surface into space is useful. In these situations, the *climb walls* ability suffers no penalties.

Fighters

All fighter abilities function normally in the Astral plane, with the limitations noted under combat for effects of Intelligence and Wisdom, as well as those imposed by the lack of gravity.

Rangers

- Rangers lose their advantage against being surprised on the Astral plane, but retain their 3 in 6 chance of surprising others.
- Unless the ranger is attempting to track across a solid object, such as an island of matter, tracking is impossible.
- Rangers who can learn druidical or magic-user spells have the same limitations as druids and magic-users.

Barbarians

Only barbarians of 6th level or higher willingly submit themselves to the dangers of the obviously magical Astral plane. Those of lower levels who find themselves here seek the nearest and surest escape from the plane. No barbarian special abilities function in the Astral plane.

Cavaliers

Cavalier fighting abilities are affected as noted under combat for effects of Intelligence and Wisdom, as well as by the lack of gravity in the Astral plane. All other abilities remain unchanged. Normal horses do not travel quickly in the Astral, being of animal intelligence, but the cavalier can use his horsemanship skills with any horse-like creatures he convinces to aid in his cause, including ki-riin, dragon horses, and (for evil cavaliers) nightmares.

Paladins

Paladin fighting abilities are affected as noted in the combat section. For other special abilities:

- A paladin's ability to *detect evil*, *lay on hands*, *radiate a protection from evil* circle, and, if wielding a holy sword, *dispel magic*, are unchanged (though the effects of the *dispel magic* are modified as noted for that spell on page 68).
- Paladins turn undead and learn spells (when of sufficient level) under the same limitations as clerics.
- The paladin's mount can be brought into the Astral; most have an Intelligence ranging from 9-12 for purposes of movement. The paladin has all the horsemanship skills of a cavalier.

Monks

Monk fighting abilities are affected as noted in the combat section. Monks gain damage and protective bonuses for high Wisdoms and Intelligences in combat. For other special monk abilities:

- An *astrally projecting* monk has an Armor Class no lower than AC 7 and might have a higher effective Armor Class, depending on his level. This effective Armor Class is the result of the monk's training and as such translates directly into the astral form.
- Thieving abilities are retained as for thieves.
- Movement in the Astral plane is determined by Intelligence. Until a monk reaches 10th level, his normal Intelligence is used. Upon reaching 10th level (which grants 18 Intelligence against *mind blast* attacks), the monk can move as if he has an 18 Intelligence. Fighting abilities are not affected by this gain in intelligence.
- Other monk special abilities are unaffected.

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- A monk's chance of surprise and of stunning man-sized opponents are unaffected.

Features of the Astral Plane

Githyanki: The details of this fell race of natives to the Astral plane are given in the *FIEND FOLIO*® tome. For raw maliciousness, these creatures rival their former masters, the mind flayers.

The githyanki abilities exist as noted in that tome, with several comments and modifications. The reason for their rapid (96") movement through the Astral plane is as yet undetermined, but does not indicate god-like Intelligence. It is apparently a special ability of the monsters in their native plane. Githyanki knights are not anti-paladins, but rather evil cavaliers, with all the abilities of that human class modified for the Astral plane. These knights often ride nightmares, though this tends to slow them down.

The githyanki are found mainly in the Prime Material and Astral planes—almost never on the adjacent outer planes. This is due to the fact the race operates under a continual form of *probability travel* that renders color pools unusable to them. This fact may be useful to parties seeking to escape a posse of the fast-moving creatures. They may enter the outer planes with outside help, and in that fashion pursue their githzerai enemy (see the Plane of Limbo for notes on the githzerai).

Githyanki lairs are huge castles built on islands of matter in the Astral. The githyanki often seek to colonize and collect these islands for future bases. A githyanki city may number up to 1,000 of these foul creatures, ruled by a supreme leader. As far as combat ability, magic use, and regaining magical spells, the githyanki are treated as normal humans experienced in the Astral plane.

The greatest danger of the githyanki are their *silver swords* and *special silver swords*. The former are +3 *two-handed broad swords*, while the latter are similar weapons of +5 with *vampiric* abilities. These swords can sever the silver cords of *astrally projecting* travelers. To do so, the wielder of the silver sword must hit the silver cord (AC 0) and then has only a 20% chance of severing the cord (this results in the instantaneous death of those attached to the cord). The psionic ability *mind bar* prevents silver swords (though not special silver swords) from cutting the astral cord. These are the only physical weapons that are known to sever the cords. Their method of construction and how they function are mysteries. Mysteries, it should be noted, that the githyanki are willing to wage major warfare across the planes to keep hidden.

The githyanki have no clerics, but their lich-queen, whose reputed level of magic use varies from 24 to 30 depending on the source, is treated as a Demi-Power who makes her home in the Astral plane. She cannot grant spells (yet), but her power is rumored to be waxing.

Astral Searchers: These relatively weak astral natives are said to be created by violence in the Astral plane. They are continually searching for human forms to inhabit. Their greatest danger is to the *astrally projecting* traveler or any other traveler who leaves his body uninhabited by a spirit (such as the deceased subject of a *raise dead* or the caster of *magic jar*). The details of an astral searcher's attack on an uninhabited body is noted in the *FIEND FOLIO*® book, but there are several situations in which the creature can affect uninhabited bodies.

In these cases, the psyche of the original inhabitant is not destroyed, but is left wherever it was at the time of the inhabitation. Its only way back into the main body is if the astral searcher is *exorcised* from the body. The astral searcher gains the hit points, hit dice, and physical abilities of the body it inhabits, but

not the special abilities gained through class, alignment, or knowledge of the previous inhabitant. The astral searcher's movement rate in the Astral plane is 12". Like the githyanki's movement, this is a product of the searcher's origin in the plane rather than its intelligence.

Fixed portals: Color pools that lead to other planes are controlled by a number of variables as to where they lead and how common they are. A color pool that leads to the plane of Limbo can be relatively close on one adventure, then move farther away on a second trip. Every pool reveals a different area of the plane.

Fixed portals, on the other hand, are always located in the same spot. They are also always the same distance (measured in hours) apart. Further, each fixed portal has a set exit in the same location of the plane it opens into. A fixed portal often has identifying features to tell travelers where it leads. Equally often, fell creatures guard the portal on either side.

Often these portals are the easiest method of entering the plane of a Greater Power that takes pains to eliminate travelers using color pools to view his realm. The locations and planes reached by fixed portals are left to the DM to fit into his campaign. These portals, like color pools, only reach the surface layers of outer planes.

Yggdrasil and Mount Olympus: These two astral landmarks are normally encountered by travelers from worlds that worship the Norse and Greek mythos, respectively, but travelers from other Prime Material planes can encounter them. Both are long-standing conduits from the outer planes to Alternate Prime planes. They were each created by a group of Demi-, Lesser, and Greater Powers and worshippers in the Prime Material plane.

Yggdrasil is the "World Ash" that links the "important" outer planes to the Prime Material plane, in the Norse mythos. It runs from Gladsheim, home of most of the Norse mythos, to Niflheim, the center layer of the three Gloom of Hades and the dwelling place of the goddess of the same name. Roots and branches of Yggdrasil wind through most of the Prime Planes where these deities are recognized.

Similarly, Mount Olympus is a huge mountain that links the Greek pantheon's part of the plane of Olympus with the Prime planes that they are strong in. It has exits on the lower layers of the planes of Gehenna, Hades, and Tartarus.

The tree and the mountain are solid and permanent conduits that weather the waxing and waning of faiths in the Prime Material and the fortunes of the gods in the outer planes. The traveler is confronted by a huge tree or a mountain wall rising from the mist of the Astral and disappearing far into the distance. The traveler can then climb the tree or mountain to the appropriate outer plane, descend to the reachable lower planes, or explore the alternate Primes that the conduits touch upon. At the true terminus (reached after the standard amount of travel time), the tree or mountain ends in a color pool similar to that of a fixed portal. The traveler can then pass into the outer plane as if moving into an alternate Prime Material or the Astral plane.

Yggdrasil and the Mountain of Olympus are the best-known of the permanent conduits that link the outer planes with Prime planes and with other nonlinear outer planes. Similar portals may exist for Arcadia, Nirvana, or the Abyss, depending on the nature of the campaign and the gods involved. Further details on the nature of such permanent channels, conduits, and their creation are found in the next chapter.

THE OUTER PLANES

The outer planes are also called the Planes of Power since they are the homes of the most powerful extraplanar beings in the known planes of existence. They have a mixture of elements that supports a rich diversity of life, often (but not always) similar to life on the Prime Material planes. It is unknown whether this is because the inhabitants of the outer planes affect the creatures on the Primes, or because the Prime planes impose order on the outer planes.

The conventional view of the outer planes is of a great wheel divided into 16 pieces. Each piece is the upper layer of a plane and is joined to the upper layers of the two planes adjacent to it. Planes have a variable number of *planar layers*, also called levels. In the center of the wheel, joined to it by the Astral plane, are the Prime Material, Ethereal, and inner planes.

The above is accurate as far as it goes, but things are more complicated than that. Each planar layer is physically infinite in the same manner as the Prime Material, inner, and Ethereal planes. The Astral plane coexists with the first (uppermost, closest to the Astral) layer of each plane, but there are also conduits that reach the deeper layers, enabling rapid movement of beings and great powers from one plane to another. Each layer of the outer planes contains a number of different realms ruled by various Powers or forces.

It has also been revealed that there is another outer plane that does not fit into the wheel concept, but has strong connections with four mutually opposing planes. This 17th plane, the plane of Concordant Opposition, is usually placed below the wheel. In this picture, the outer planes look like a cup filled with an Astral soup in which various alternate Prime Material planes float.

The planes are roughly aligned according to good versus evil and Law versus Chaos. The plane of Concordant Opposition is often referred to as a plane of true neutrality.

Here are the 17 known outer planes:

Nirvana, the clockwork plane, dominated by interlocking disks
Arcadia, the orchard plane of bountiful harvests
Seven Heavens, the ever-rising mountain of brightness
Twin Paradises, the mirrored planes of sky-earth and earth-sky
Elysium, the heroes' domain and their blessed rest
Happy Hunting Grounds, also called the Beastlands
Olympus, the dreamer's plane, home of the Greek and Elvish pantheons
Gladshelm, the adventurer's plane, home of the Norse mythos
Limbo, the ever-shifting chaos-plane
Pandemonium, with iron-shod planes and booming thunders
Abyss, the many-layered plane
Tarterus, the cheerless plane of exile
Hades, with the three glooms
Gehenna, with white-hot furnaces and infinite citadels
Nine Hells, the ever-deepening pit of despair
Acheron, with battle-planes and eternal warriors
Concordant Opposition, with ever-changing order and balance

The arrangement of these planes agrees with the standard view of alignments: good and evil on opposite sides; Law and Chaos squared off against each other. In this layout, the planes

have the following characteristics:

Creature Alignments and Layers of the Outer Planes

Name	Alignment	Layers
Nirvana	Lawful Neutrals	1
Arcadia	Neutral Good Lawfuls	3
Seven Heavens	Good Lawfuls	7
Twin Paradises	Neutral Good Lawfuls	2
Elysium	Neutral Goods	4
Happy Hunting Grounds	Neutral Good Chaotics	3
Olympus	Good Chaotics	3
Gladshelm	Chaotic Good Neutrals	3
Limbo	Chaotic Neutrals	5
Pandemonium	Chaotic Evil Neutrals	4
Abyss	Chaotic Evils	666*
Tarterus	Evil Chaotic Neutrals	6
Hades	Neutral Evils	3
Gehenna	Lawful Evil Neutrals	4
Nine Hells	Lawful Evils	9
Acheron	Lawful Evil Neutrals	4
Concordant Opposition	True Neutrality	1

* Best estimate

The alignments of the creatures on each plane follow that of the plane itself. Creatures in the Nine Hells tend toward lawful evil behavior, while those in Olympus tend toward good chaotic actions. The exception is Concordant Opposition, which contains a mixture of all alignments.

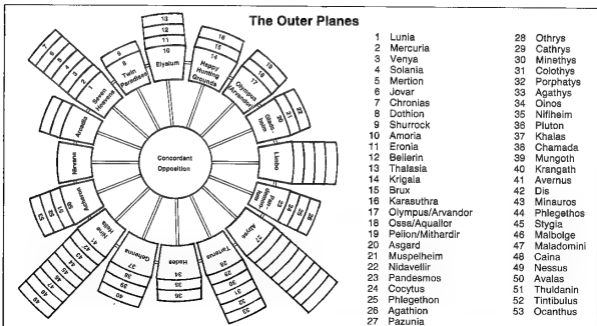
The names of the planes are often descriptive of only a small part of them. These appellations reflect the belief systems of those who wrote the first tomes on the planes. The Greek and Norse pantheons control part of the first layers of Olympus and Gladshelm, respectively, but since these were the first beings encountered, their names were used for the entire planes. Similarly, the Seven Heavens and Nine Hells were named for their relative positions on the planar wheel and the number of known layers. The DM can alter the names to fit the flavor of his campaign, but this book will retain the original names.

The planes from Arcadia to Gladshelm, across the top of the wheel, are commonly known as the Upper Planes, or planes of Good, as there are good components in their alignments. Similarly, the planes from Acheron to Pandemonium, across the bottom of the wheel, are called the Lower Planes, or the planes of Evil. Those from the Twin Paradises through Nirvana to Gehenna are called the planes of Law, while those from the Happy Hunting Grounds through Limbo to Tarterus are the planes of Chaos. Only the plane of Concordant Opposition is regarded as a true neutral plane.

The outer planes lack an ethereal cloud and relatively easy access to the raw energies of the inner planes. Beyond the first layer of each plane, there is no ready access to the Astral plane, though most planes have a number of fixed portals attached to conduits leading to other planes.

Finally, the outer planes are hospitable to Prime Material life. A wide variety of unique creatures roam each plane. The outer

OUTER PLANES (Reaching)



planes are home to a majority of the Powers, those unique beings who are often referred to as gods and goddesses. The traveler is advised to move cautiously and carefully through those territories claimed by Powers.

Reaching the Outer Planes

All travel to the outer planes involves moving through the Astral—there are no outer planar vortices that connect directly between the outer and Prime planes. The degree to which the traveler must move through the Astral is determined by the method of movement.

Three common methods are conduits, spell effects, and color pools. Conduits and spell effects move the traveler rapidly into the outer planes, while astral color pools enable travelers to check out an area before they enter.

Conduits are also called wormholes or gates. They usually have one mooring in the Prime Material and the other in a specific location in an outer plane (though there are also conduits that lead from one outer plane to another). The Prime Material end is often a temple complex or other location dedicated to a particular power, while the other terminus is in part of the realm ruled by that Power. This terminus is not necessarily on the top layer of the outer plane.

Travel via conduit through the Astral is rapid (one round) and not noticed by the travelers, so it appears that the travelers step off the Prime and directly into the desired outer plane. Astral beings cannot affect those in conduits.

Conduit travel has the advantage of bringing the physical body along without a trip into the Astral plane. Its disadvantages are

threefold. a gate must be found in the Prime plane, the gates are often guarded, and the terminus location may not be friendly to the traveler. Conduit travel is safest when the traveler is expected or is powerful enough to deal with any hazards on the far side.

Conduit travel takes those who enter the conduit and all they wear and carry into the other plane. The travelers cannot break the sides of the conduit to enter the Astral plane (indeed, most travelers are unaware that the Astral is traversed in the course of conduit travel).

Only a few high-level spells enable the caster to move directly into the outer planes. Each spell has advantages and disadvantages.

The clerical spell, *plane shift*, transports the caster and his companions to any known plane. The destination plane is determined by the material component of the spell, a tuning fork of a particular material. A single note brings the caster to the top layer of the outer plane attuned to the tuning fork. Deeper regions are said to be reached by combinations of chords, so that a group of random chords may take the player to a random layer of the Abyss.

The *plane shift* spell grants little control over the part of the plane the caster arrives in. While this does not matter in the amorphous Inner, Ethereal, and Astral planes, the widely varying nature of the outer planes make random placement rather unpleasant. This spell is usually guided by a basic idea of where the caster wants to go in that planar layer, so the drop-off point is usually not too far off. Use the following table for travel into the outer planes by the *plane shift* spell.

Die Roll Effect

- 1-20 Within 100 yards of where the caster visualized
- 21-60 Within 10 miles of where the caster visualized
- 61-90 Within 100 miles of where the caster visualized
- 91-00 Within 1,000 miles of the area visualized, and usually in the realm of another powerful extraplanar being. (At least you hit the right plane!)

The clerical and magic-user *gate* spell can also reach the outer planes by summoning a Power and beseeching it to return with the caster (and any allies) to another plane. This is not beyond the abilities of any Power or Demi-Power, but most operate according to the following rules: A Power will not transport individuals to another Power's realm if the other Power is of equal or higher level; a Power will not let a group of mortals into its home plane to wreak havoc; a Power will agree to such transportation if there is sufficient reward for the Power to do so.

The *teleport without error* spell and the *succor* spell can also span the planes. The former requires some knowledge of the destination, with the standard chance of teleporting too high or low. The latter is an automatic teleport that brings the characters to an outer plane only if that spell was originally cast in that outer plane.

Several devices duplicate spell abilities. The *amulet of the planes* transports the wearer randomly into the first layers of the outer planes in the same manner as a *plane shift* spell. In this case, the DM selects a point of arrival and rolls to see how far away the character lands from it. The *well of many worlds* transport the user into the first layer of any outer plane or any Alternate Material plane, at the choice of the DM.

All of the preceding spells and items bring the travelers physically into the plane, with all worn and carried items.

The frequent choice of extraplanar travelers, such as adventurers seeking to sneak into the lair of a petty demigod or arcana-daemon lordling, is the Astral color pool. The passage into the Astral plane and location of a color pool (see page 62) enables the traveler to view the terrain before entering it. He can also move the viewpoint to a safe location before entering the plane. The disadvantages of this method of travel have been mentioned earlier, including the possible detection of the Astral viewing point and that only the topmost layers of the planes can be reached.

A traveler who is physically in the Astral plane can enter an outer plane by passing through the appropriate color pool. If the region is inhospitable to mortal life, the traveler can be injured or slain. The physical traveler brings all his magical items through the portal with him, even the ones that lose their magical auras in the new plane.

An *astrally projected* traveler can also enter a color pool, but the passage creates a new body out of materials in the other plane. (If the traveler enters in a relatively terrestrial environment, his new body is close to normal flesh in appearance and effect). The traveler who attempts to materialize in an extraplanar pool of magma becomes a magma-like creature—immune to fire but doubly affected by water. For this reason care is advised for the traveler who manifests in a strange form (one cautionary tale involves a traveler who became solid rock and eroded as he moved) DMs are encouraged to be fiendishly creative in assigning advantages and disadvantages to forms that players create.

The *astral* individual retains his silver cord on the new plane. It is *invisibly* attached to the traveler and disappears after 10 feet

back into the Astral. The *astrally projected* traveler can still return to his original body in 1d100 rounds (he expresses that desire and is immediately returned to his original body). If the silver cord is cut while the traveler is in the outer planes, the traveler does not perish. What happens is that he can no longer return to the Astral or his original body without casting another *astral* spell and reestablishing his original form. The traveler is immediately aware when his silver cord has been snapped. This is usually a sign that one of the more powerful natives of the plane is aware of the character's presence.

When an *astral* traveler passes through a color pool, any magical items that will not function in the outer plane (that is, totally lose their magical abilities) do not pass through the pool but return to the traveler's original body (if possible). If such items cannot be reunited with the original body, their astral presences erode and the physical item decays in 1d10 turns.

Survival in the Outer Planes

In general, the outer planes are similar to the Prime Material planes. When adventuring in the outer planes, survival depends on the particular nature of the plane occupied. While portions of these planes pose hazards, the planes themselves are not hostile to intruders from the Prime.

The best way to describe the outer planes is that they are like the Primes, only more so. The mountainous regions of these planes dwarf the lesser peaks of the Primes, their breezes are sweeter, their storms fiercer, their freezing domains colder, and their deserts hotter and drier.

Breathing: The atmospheres of the outer planes are generally breathable to most travelers from the Prime Material plane. Those that are greatly different are noted under their descriptions.

Time: The flow of time in all the outer planes is similar to that in the Prime Material planes (true time flows at the same rate as subjective time). Travelers tire and require food at the usual intervals.

Gravity: Gravity is localized in the outer planes. There is a general down that may hold for miles in all directions, then suddenly change into a new direction. Those within the area of that gravity field are affected normally. Damage can occur only if the unprepared traveler crosses into another gravity field and falls upon a solid object. Gravity field boundaries often mark the edge of a Power's realm, as all lawful Powers and most chaotic ones maintain a distinct gravity within their realms.

Though gravity appears to function normally, the inhabitants and features of the outer planes are often gigantic compared to their Prime Material counterparts. This enhances the sense of grandeur Prime travelers feel while in these planes.

Direction: Magnetic directions are different for each realm. A traveler going north in one realm, crosses into another realm and finds that north is now in another direction.

Two direction-finding devices exist. The planar compass is a weather vane made of orcanthium. This enchanted device spins faster if a planar boundary or portal is approached. A traveler can determine roughly how far he is from a boundary to another layer or portal to another plane by observing the spin of the planar compass.

The other device is a magical gem known as a *power compass*. Such a gem flashes a steady light if a Demi-, Lesser, or Greater

OUTER PLANES (Movement)

Power is within its range. This detection occurs only if the Power manifests itself in its true godly form. It does not work if the Power is disguised as another creature. The power compass is best used for detecting large concentrations or pantheons of Power-level beings.

Food and Drink: The outer planar traveler tires, thirsts, and grows hungry at the same rates as in the Prime plane. The availability of materials to satisfy these needs for astral travelers in nonhuman bodies is left to the DM.

Vision and Senses: The ability to detect other objects in the outer planes is as for the Prime Material plane in similar circumstances. Infravision (but not ultravision) functions in the outer planes.

Movement in the Outer Planes

Travelers who have labored with mental conundrums in the Ethereal plane, overcome forces of will in the Astral plane, and sought elemental guides in the inner planes are usually grateful that movement through most of the outer planes is similar to movement through the Prime plane. There are, however, differences that become obvious only when you reach the borders between realms in a layer, between layers of a plane, or between planes.

Interrealm Borders in a Layer

A *realm* is a region that operates under a common set of physical laws (gravity has the same strength and direction throughout the realm, magnetic directions are consistent, etc.). Realms are usually (but not always) under the control of a particular Power or a group of Powers organized into a pantheon. Different Powers and pantheons can occupy the same layer of a plane in peaceful (or not-so-peaceful) coexistence. Realm borders are usually (but not always) marked by a change in the terrain to reflect new physical laws.

The borders between realms indicate changes in physical laws, in particular gravity, but other physical effects like temperature, winds, and sentience can also be affected. Within a planar layer, these realm borders have a physical edge, so the traveler sees them from a distance and knows when he is passing from one realm to another (for example, the new realm could be at right angles to the first).

Moving from one realm to another is done by stepping over the border. Upon crossing the line, all effects of the new realm take immediate effect. A realm with gravity at right angles to the previous realm makes the traveler walk up what previously was a vertical surface, while a realm whose gravity is the reverse of its neighbor makes the unwary fall down (previously up) immediately upon entry. Cautious travelers inspect realm borders carefully before crossing them.

As movement through the outer planes is physical, and most landmarks (save in the planes of Chaos) are fixed, maps of the general area help the traveler get around. DMs can create these maps with an eye to the fact that Powers often move things around as they see fit—features and terrain tend to change from one visit to the next. (That is, the DM is free to set up such realms according to his own tastes and sense of deviousness.) In general, a five-mile trip in the outer planes takes the same time and

effort as a five-mile trip in the Prime Material plane.

As a final note on travel on a particular planar layer, remember that the outer planes have no ethereal component, so travel via the Ethereal is impossible. Astral travel is limited to the first layers of the plane (except for conduits and permanent gates to the lower planes).

Interlayer Borders in a Plane

The borders between the layers of a plane overlap, similar to the overlap of the Ethereal and Prime Material planes. It is possible to travel from one layer of a plane to another by exerting one's desire to break through the interlayer barrier. Every traveler wishing to breach such a barrier must make a successful Ability Check against his Wisdom to break through the barrier. Breaking through a barrier at a certain point always brings travelers to the same location. Thus several travelers who break through from the same place find themselves together on the next layer, even though they had to break through separately.

The barriers between planar layers are shown as straight lines in the diagrams, but they take many shapes in the outer planes: thick irregular areas, circular paths, thin borders, or spheres of planar space. They have no effect on travel to other planes, but they facilitate movement into other layers of the plane. Note that major concentrations of power rarely exist in layer interfaces, as these barriers see a lot of traffic. Occasionally Powers reside in these borders if they control the territories on both sides of the interfaces.

Conditions in adjacent planar layers can differ greatly, according to the nature of the plane and its ruling inhabitants. In the case of the Nine Hells, all layer barriers open into mid-air above the next lower plane. A traveler moving from the third layer of Hell into the fourth layer finds himself a half mile up from the ground of the fourth layer. This holds true for most of the Hells and contributes to the common perception that they are rings leading down deeper into a pit. This setup also makes it difficult for adventurers to leave deeper levels the way they came. In a similar fashion, each layer of the Seven Heavens is topped by mountains of incredible grandeur. It is on these lofty peaks that interlayer barriers lead to the next layer.

Barriers are usually (70%) one way, so that the traveler has to find another way back. In the Hells in particular, most of the ways back are either well-guarded or high above the ground, creating problems for those who wish to leave.

Magical items generally do not lose further effectiveness as they descend through the layers, unless the Powers that rule those realms have specific banishments against certain spells or items (Orcus takes a dim view of *arrows of demon-slaying* and thus they do not work in his realm). Specific spell effects that violate the general rules set down in the magic section are more common in the chaotic planes and in those layers in which a single Power holds sway.

Interplanar Borders

In addition to travel within a plane, there is movement from outer plane to outer plane—from the Twin Paradises to Elysium, for example. This occurs via magical portals similar in function to conduits. These whisk the traveler to either a specific or random location in the other plane.

The appearance of these portals varies from plane to plane, as

well as from portal to portal. In the plane of Arcadia, a portal may appear as a thin fog stretched between two apple trees, while in one of the lower planes it may appear as a foul-smelling, foreboding cave. The River Styx flows through many portals in the lower planes and provides a regularly-used highway through these planes.

These portals generally only appear in the top layer of the planes, though some free-standing portals that pass through the Astral (like the Yggdrasil) pierce the lower reaches of some planes. Certainly portals are most common in the top-most layer of a plane, so that travelers searching them out have a 1 in 6 chance of finding a portal per day (unless the Powers of that realm have closed them or restricted access).

Each time a traveler moves to a new outer plane, his magical items lose an additional plus and can become nonmagical. For example, a traveler in the Prime with a sword +3 moves into the Astral, where his weapon becomes a sword +2. Upon entering Limbo he is wielding a sword +1. The sword becomes nonmagical if he enters another outer plane. (Once he re-enters the Astral, his sword becomes +2 again.) Thus if he wants his sword to be magical in the plane of Gladshiem, for example, he must re-enter the Astral from Limbo, then go directly from the Astral to Gladshiem.

The portals between outer planes are often (50%) one-way and also often (50%) intermittent (lasting a few hours to a few weeks), with the rate of their appearances varying from Prime Material days to years apart. There is no apparent pattern to where they appear on other planes, so two portals that are adjacent in Olympus may lead to radically different areas of Gladshiem. DM cruelty is encouraged in dealing with this aspect of portals.

Encounters in the Outer Planes

The outer planes are host to a large number of native creatures that are very different from those on the Prime Material planes. Describing all the creatures of the outer planes would fill another book of this size. Also, many creatures from these planes have already been described in the *Monster Manual*, *Monster Manual II*, and *FIEND FOLIO*® books. There are many unique creatures here as well as familiar creatures that differ from realm to realm.

Defining typical encounter charts for the various outer planes is therefore akin to trying to set up a typical encounter chart for an entire Prime Material plane campaign. It cannot be done except for those areas the DM has developed; in these areas the charts must be devised by the DM.

The DM is not being abandoned because there is a large amount of source material available. The *Monster Manual II* provides frequency charts for the various layers of the Nine Hells. From these the DM can create standard charts, populated by creatures of his own devising, monsters from other planes modified for his campaign setting, and monsters already known to live in the planes. In this manner the DM can create encounter tables that are unique to his version of the outer planes.

The following are general notes on encounters, which may be of aid to the DM.

Unique Powers: Singularly powerful beings, such as demon lords, solars, Demi-Powers, and Lesser and Greater Powers, appear only in very unusual circumstances as random encounters (that is, on a typical table, as a result of a 2 or a 20). They are

usually out on their own missions. Unless the party attempts to attack or attract attention, these beings ignore those who pose no threat to their realms.

Human Travelers: Human travelers are uncommon on the first layer of each plane and rare at best on the deeper layers. Since many humans arrive in the outer planes against their will (falling into conduits, summoning or offending the wrong Powers, playing with the wrong magical items, etc.), they display a wider variety of classes than found in the Ethereal or Astral (in which most human travelers encountered are there intentionally).

Human Subtable for the Outer Planes

Class	Subclass	Character	Level
D100 Roll	D100 Roll	Type	Range
1-25	1-70	FIGHTER	5-20
	71-80	Ranger	4-24
	81-82	Barbarian	6-25
	83-90	Cavalier	5-20
	91-00	Paladin	4-24
26-50	1-80	CLERIC	4-24
	81-00	Druid	4-23
51-80	1-80	MAGIC-USER	3-30
	81-00	Illusionist	4-24
81-99	1-90	THIEF	5-24
	91-98	Thief-Acrobat	5-24
	99-00	Assassin	6-15
00		OTHER (DM's choice)	
		Monk	10-17
		Bard	13-20
		(7-8 F, 6-9 (Th))	

Adventurers are encountered in groups of 1d20 individuals. Groups of four or less are of exceptional level (add four to the level range, subject to the limitations of race and class). Abilities and equipment are as determined on page 175 of the *Dungeon Master's Guide*. Human travelers range from those with a purposeful mission to those who fell into the wrong well and found themselves with no way to get home.

Native Creatures: Creatures whose descriptions list them as natives of a particular plane or group of planes (such as the devils in the Hells or the devas in the upper planes) physically exist in these planes and can be slain permanently there.

In the outer planes, only the weaker nonnatives have their physical bodies present; the stronger nonnatives (greater daemons, hierarch modrons, more powerful slaadi) leave their original bodies behind and have new ones created on the plane as for astral projection. Unique creatures found outside their native planes are always in nonoriginal bodies. Demi-Powers, Lesser Powers, and Greater Powers have great control over their existences in their own realms, as noted on page 124 in Appendix IV.

Combat in the Outer Planes

Combat in the outer planes is similar to that in the Prime Material, though the natures of particular realms, layers, or planes sometimes alter specific details. There are no general penalties to armor, weapons, or missile combat except the decrease in magical bonuses due to distance from the Prime plane. The

OUTER PLANES (Magic)

effects of the outer planes on magical weapons are detailed on page 81.

Fire, cold, ice, and other magical attacks function normally in the outer planes, though there are exceptions for certain planes and their layers. Prime Material plane poison does not function against creatures from the outer planes when they are in their home planes. There may be substances that affect these creatures like poison, but they have not yet been found (and are likely different for each plane).

Magic in the Outer Planes

The physical requirements for spell-casters are the same as in the Prime Material: combinations of spoken words, physical gestures, and material components. Physical limitations of various realms (such as the depths of the river Styx) may affect magic, but the ability to cast spells is not hampered by the general nature of the outer planes.

The outer planes have an extradimensional component, so all spells that use nonplanar space (such as *rope trick*) function normally. Only the uppermost layer of each plane has direct access to the Astral, so spells that require access to the Astral function only in that layer. The outer planes are only considered adjacent on that topmost layer, thus spells that reach into other planes must reach from the top layer and then out. Conduits and permanent features that extend into other planes cannot be used as media to cast spells through. Thus a lower layer of a plane with a conduit through the Astral does not enable a spell caster to use the astral spell. Spells that require access to powers and creatures in the inner planes and Prime Material planes do not function unless otherwise noted.

The outer planes are home to a variety of creatures and phenomena (such as weather) that are familiar to the traveler. These are, however, outer planar in nature and are unaffected by Prime planar spells that summon, communicate, control, or prevent entry by these creatures. Comparable spells exist for each plane, but they must be learned by the traveler in that plane (for example, *Speak with Animals of Elysium*). These are not considered modifications of existing spells. Spells cast by beings native to the outer planes can affect creatures in any layer of their home plane, as well as travelers from the Prime Material planes. There are no plane-specific spells that affect elemental phenomena (such as fires and the creation of water or air).

Cantrips of all types do not function in the outer planes. The magical energies of these planes tend to overwhelm such simple spells (as if covered by a *protection from cantrips* spell). When a cantrip is cast, the only effect is a loud popping noise.

Certain types of spells function differently (or do not function at all) in planes of a particular alignment (such as the planes of Law, the Chaos planes, and the upper and lower planes). Modifications are listed in the individual descriptions of the planes.

Finally, Powers (demi-gods, lesser gods, and greater gods) and other mighty beings reside in the Planes of Power in greater concentrations than in any of the other known planes. These beings may be immune to spells of particular types by virtue of their ability scores or their powers on their native planes. Check Appendix IV for more information.

Abjurations

Abjuration spells cast by an extraplanar traveler have no effect on beings that are native to the plane the traveler is in (native beings have a "home court advantage"). Abjuration spells cast against nonnative creatures function normally, as do abjuration spells and spell-like abilities used by outer planar natives in home planes and in the Astral and Prime Material planes.

Examples

- The *protection from evil* spell and related spells have no effect against evil devils in the Nine Hells, as this is their home stomping ground. They are effective in the Nine Hells against a band of marauding demons from the Abyss. The *protection from good* version can be used against extraplanar travelers of that alignment.
- Similarly, the *exorcise* spell does not function against an outer planar spirit in its home plane.
- The spell *Negative plane protection* does not function since contact cannot be made with the Positive Material plane to create that protection.
- The druidical spells *repel insects*, *anti-plant*, and *anti-animal shields* function against creatures of these types from the druid's home plane, but they do not affect outer planar insects, plants, or animals.

Special Case

- The *dispel magic* spell disrupts spells cast by creatures native to the outer planes. If a *dispel magic* is cast upon an *astrally projecting* traveler, success forces him to return immediately to his home plane.

Alterations

Alteration spells work normally with the following special modifications.

- The Chaos planes (Happy Hunting Grounds to Tarterus, inclusive) have a random effect on alteration spells that call matter into being (for example, *create water*) or change matter into other shapes (the *polymorph* spells). The chance of a random effect for these types of alteration spells depends on the plane:

Happy Hunting Grounds and Tarterus	20%
Olympus and Abyss	40%
Gladstheim and Pandemonium	60%
Limbo	80%

The random effect on created matter is that its appearance is altered (a *create water* spell might produce a liquid with the thickness of syrup or blue in color, or any other change the DM desires). This does not affect the properties of the substance (thick, red water still functions as water—quenching thirst, bathing, dousing fire elementals, etc.).

The random effect on spells that alter the shape of matter is that they may either not function at all or they sort of function, but not in the intended manner. Consult the following table if a random effect is indicated:

D100**Roll Effect**

- 1-10 Target does not change in appearance or properties.
- 11-30 Target changes in appearance, but retains all the properties of the original.
- 31-50 Target does not change in appearance, but gains the properties of the new form.
- 51-70 Target changes to resemble some nearby random object or creature, but retains abilities of its original form.
- 71-90 Target changes to resemble some nearby random object or creature and gains the abilities and powers of that object or creature.
- 91-100 Target changes in form and function into something not in the nearby area. DM fiendishness is encouraged.

- Access to the Astral and other planes is described in the preceding general section. Lesser and Greater Power can seal off sections of their realms to extraplanar intruders (see Appendix IV for the powers of the gods in their home planes). Travelers can use alteration spells to enter these portions of the planes, but they cannot leave them. Other forms of egress (conduits, journeying physically to the edges of realms where such a ban does not apply, or crossing barriers to other layers of the plane) are unaffected.

Examples

- A *purity food* and *drink* cast in the Abyss might (40% chance) turn the matter into a foul-smelling brew. This meal is wholesome and filling, only its appearance is unusual. The same spell cast on the plane of Gladshem has a 60% chance of appearing as a full feast with glittering cups and polished silverware (the cups and silverware are only temporary and disappear in 3d4 turns).
- An attempt to *polymorph* a slaad into a duck would have an 80% chance of a random effect in the plane of Limbo. This could lead to a variety of results: The slaad is unaffected, the slaad remains but is convinced it is a duck, the slaad becomes a duck and retains its slaad intelligence and abilities, the slaad resembles a fellow traveler and retains slaad abilities, the slaad resembles a fellow traveler and has that traveler's powers, or the slaad turns into a sentient oak tree (or whatever the DM wishes to turn it into).
- An individual in the upper layers of the Nine Hells can *plane shift*, but below the seventh layer, most powers have sealed their realms so that a traveler can *plane shift* in, but he cannot leave by that method. Similarly, the *word of recall* spell does not function in these deeper layers.
- blink* and *vanish* rely on the Ethereal plane to work and thus do not function in the outer planes. *Duo-dimension* shunts part of the body into the Astral plane—this spell only works in the top-most layer of each outer plane. *Rope trick*, which accesses extra-dimensional space, functions normally, but it does not transverse the gap between planes or planar layers.
- As noted in the general rules, the *control weather* spell does not function, though the *gust of wind* (which calls into being a piece of air) does, with the standard chances misfiring noted earlier.

Conjurations/Summonings

Conjuration and summoning spells operate under the following

limitations:

- Nonnative beings are not summonable unless they are in adjacent planes or planar layers. Conduits do not count in determining adjacent planes.
- Creatures native to the plane can be called upon, but they are not controlled by the spell caster. Any tasks given such creatures must be negotiated. Protective inscriptions used in the Prime Material planes have no effect in the outer planes for restraining native creatures.
- Prime planar conjuration or summoning spells that affect specific types of creatures do not affect the outer planar equivalents of those creatures. Special spells (not modified versions of Prime planar spells) must be cast to so affect outer planar creatures. A *conjure animals* spell does not work, but a *conjure Elysian animals* spell works in the plane of Elysium.
- Power-rank beings (demi-gods and above) respond to conjuration and summoning spells only if they want to. None of these beings appears before a summoner without a good idea of what awaits. They never manifest themselves in areas of great peril (such as the realm of a more powerful being).
- Certain Powers are immune to the effects of conjuration and summoning spells, in particular those that have just a verbal component (see page 124 for the abilities of Power-rank beings).

Examples

- Creatures similar to insects live in most of the outer planes. Some even resemble terrestrial insect life. Despite this, *insect plague* and *summon insect* do not function on these creatures unless cast by a native to their plane. Native spell casters can cast such spells in their home plane and the Prime Material planes. These beings can instruct a patient traveler in use of such specific spells (*summon Abyssal insect*, for example).
- A being called upon by a gate spell is aware of the situation in the area of the caster and will not come if there is any danger of conflict with creatures of similar or greater power. In such situations, the being called upon will send a number of lesser creatures as aid only if the situation is desperate. A Power will never pass through a gate to a location more than two planes or planar layers away.

Special Cases

- The *wish*, *limited wish*, and *alter reality* spells are granted by the nearest Power capable of granting such a desire. Powers examine these requests more carefully here than in the Prime Material; they deny those spells that would upset their realms. Some Powers refuse to grant *wishes* by travelers in their realms.
- The *find familiar* will bring a familiar to the caster. The familiar is either an imp, quasit, brownie, or pseudo-dragon. The DM is free to add other suitable candidates, or to modify the appearance (though not the abilities) of the beings (an imp that resembles a black cat, or a badger with brownie-like powers). For quick reference, consult the following:

Nirvana: Brownie (50%) or Imp (50%)
 Arcadia: Brownie (90%) or Imp (10%)
 Seven Heavens: Brownie
 Twin Paradises: Brownie (75%) or Pseudo-dragon (25%)
 Elysium: Brownie (50%) or Pseudo-dragon (50%)
 Happy Hunting Grounds: Brownie (25%) or Pseudo-dragon (75%)

OUTER PLANES (Magic)

Olympus: Pseudo-dragon
Gladheim: Pseudo-dragon (90%) or Quasit (10%)
Limbo: Pseudo-dragon (50%) or Quasit (50%)
Pandemonium: Pseudo-dragon (10%) or Quasit (90%)
Abyss: Quasit
Tartarus: Quasit (75%) or Imp (25%)
Hades: Quasit (50%) or Imp (50%)
Gehenna: Quasit (25%) or Imp (75%)
Nine Hells: Imp
Acheron: Brownie (10%) or Imp (90%)

A familiar so rolled responds to the summons regardless of the type of familiar called for, though if its alignment differs from that of its master, it will at least seek to convert its master to its alignment (and it may try to arrange the destruction of its master).

- Certain spells that do not function normally because they require access to an inaccessible plane can be used for another purpose. The *conjure elemental*, *invisible stalker*, and *aerial servant* spells cannot call these beings into the outer planes, but if cast upon the shores of the river Styx (see the end of this section), they summon Charon, the Boatman of the lower planes. Any conjuration or summoning spell cast on the shores of the Styx attracts the attention of a charonadaemon.

Divinations

Divination spells are severely limited within the outer planes.

- Spells that detect or identify alignment respond mainly to the alignment of the plane, overwhelming the alignments of any beings in the plane. These spells function normally if the plane is of a different alignment than that being detected.

- The vast majority of existing structures in the outer planes are creations of Powers. These edifices radiate a strong aura that overwhelms magical auras of lesser strength in the area.

- A Power can be contacted only if it is in an adjacent plane.

Examples

- A succession of divination spells are cast on a paladin in the Nine Hells. A *detect evil* registers the evil all around the paladin. Similarly, a *know alignment* shows the lawful evil nature of the plane and not the paladin's true alignment. A *detect good* reveals the paladin's goodness, as it is specifically aimed at that particular alignment. A *detect balance* shows only that the entire region is extremely out of balance with neutrality. A *detect magic* registers positive, regardless of whether the paladin has magical items.

- The *commune* spell cast in Elysium only contacts the cleric's deity if that deity makes his home in the Twin Paradises, Elysium, the Happy Hunting Grounds, or the Astral plane. This applies no matter what layer of Elysium the spell caster is in.

- *Commune with nature* does not function, as the nature of outer planes is alien to the Prime planar caster and the Prime Material plane is more than one full plane away. *Reflecting pool*, which taps into the inner planes, does not function because of the planar distance between the Astral and Ethereal.

Special Cases

- *Contact other planes* treats each planar layer as a full plane for number of planes crossed in figuring chance of knowledge, veracity, and insanity. An individual can cross a maximum of 10 planar layers when casting this spell in the outer planes. (That is,

a caster on the 40th layer of the Abyss can only reach the 30th to 50th layers of the Abyss for answers). The entries in the "Elemental" row of the table (in the spell description) are for the Prime Material plane; ignore this row in the outer planes.

- The *true sight* spell and the devices that mimic its abilities have a potent effect on their users in the outer planes. This spell reveals the true nature of the plane in terms of Law and Chaos, good and evil. Those viewing unadulterated Law or Chaos are frozen in place for 1d10 turns. At the end of this time they must roll a successful saving throw vs. spell or suffer the effects of a *feeblemind* spell. Those viewing unblemished good or evil are similarly affected; they must roll a successful saving throw vs. spell or be changed to the alignment of the area being viewed. Effects are cumulative, so that a lawful good individual in Acheron who performs this action will be affected for 2d20 turns, plus must roll two saving throws, one for *feeblemind*, the other for alignment change. Those in the plane of Concordant Opposition are not paralyzed, but must make a saving throw vs. spell or be left insane for 1d10 years.

Enchantments/Charms

Enchantment and charm spells function within these general guidelines:

- Spells directed toward specific creatures do not function against the outer planar equivalents of those creatures. These spells do work against Prime Material natives that are encountered in the outer planes.

- Powers with sufficiently high Wisdom ignore the effects of enchantment and charm magic.

- Planes beyond the outer plane (including all its layers) the caster occupies cannot be accessed, though extradimensional space can be.

Examples

- An *animal friendship* spell works with Prime Material animals that are encountered, but not with those native to the outer planes. The equivalent outer planar spells can be learned in the outer planes, subject to the limitations on spell teaching and research. Each plane has a different version of this spell.

- The *deeppockets* spell reaches into extradimensional space, so it functions normally. *Shadow walk*, on the other hand, requires access to the demi-plane of Shadow and thus does not function.

Special Cases

- Non-Power level denizens of the outer planes are considered to be monsters. Thus *charm monsters* (as well as the alteration *speak with monsters*) works against these beings.

- Beings of Power are not as dependent on their physical forms, so the druidic spell *finger of death* is useless against them, though it may function against their lesser minions, causing those beings' hearts (or equivalent organs) to cease functioning.

- Spells that involve *confusion*-like effects are enhanced in the Chaos planes and diminished in the planes of Law. The saving throw in the chaotically aligned planes suffers a -4 penalty, while in the lawful planes it receives a +4 bonus. The planes of Elysium, Concordant Opposition, and Hades grant no benefit or penalty.

- The *magic jar* spell, or any enchantment or charm spell that leaves the caster's original body unoccupied, creates the risk of

that body being occupied by a native of the outer planes (see under necromantic spells).

Evocations/Invocations

All invocation and evocation spells function with the following limitations:

- Invocations only work if the cleric's deity resides in that plane.
- Other planes and planar layers can be reached into only if the other plane or layer is spatially adjacent to the traveler's current plane.
- Local conditions in a realm or planar layer can dictate the behavior of physical objects in that realm or planar layer.

Examples

- The *astral* spell can be cast only from the topmost layer of each outer plane (where it is spatially adjacent). The *energy drain* spell, on the other hand, cannot be cast as it requires contact with the *Negative Material plane*. (As an aside, undead that are encountered in the lower planes retain their life-draining abilities despite the planar distance, as this is a natural [or unnatural] function. The plane of Orcus is not a lot of fun in any event, as the Lord of the Undead likely has a conduit leading into the Negative Material plane).

- A *wall of ice* spell suffers from the same restrictions in the outer planes as it does in the inner planes. In unusually warm areas, such as the infernal reaches of the Nine Hells or Muspelheim on the second layer of Gladsheim, the wall's duration may be halved or quartered, according to local conditions.

Illusions/Phantasms

Spells that use illusion and phantasm magic can be cast normally in the outer planes, with the following caveats:

- The caster should be aware that many of the creatures of the outer planes, in particular the Greater Powers, who possess superior ability scores, are immune to some illusionary attacks and effects.
- Similarly, many of the creatures of the outer planes are of sufficient intelligence and level to perceive invisible individuals.
- Spells that rely on demi-shadow magic and shadow magic function at half strength and half effects.

Examples

- The illusionist spells *shadow monsters*, *demi-shadow monsters*, and *shades* create creatures with half the standard hit points and half the standard damage when attacking. Their chance to hit is unaffected.

- Similarly, the spells *demi-shadow magic* and *shadow magic* inflict only half their listed damage or effects, though saving throws against those spells are unaffected.

Necromantics

Necromantic magic has no effect on the natives of the outer planes in their home planes. Similar spells that do affect the natives of the plane are used by those natives; these spells also affect travelers from the Prime, Astral, and inner planes.

Examples

- A pit fiend in his home plane of the Nine Hells cannot be affected by a *cause light wounds* or a *destruction* spell. By the same token, such a creature cannot receive a *heal* spell or be *raised* while in that plane. The pit fiend's ability to *animate dead* is unaffected. Were the pit fiend in Acheron, however, the fell beast could be affected by a *slay living* spell or by healing magic.

- Spells that involve a body uninhabited by a spirit (*raise dead*, *resurrect* and the spell *magic jar*) create an opportunity for native spirits. These sentient spirits have a 1% chance per day per depth of layer of inhabiting the vacated body. An individual who perished on the third layer of Hades has a 3% chance per day of his body being occupied before it is *raised*, while on the 100th layer of the Abyss the body is definitely occupied if vacant for even one day. This usurping being is never a unique creature. The usurper will not release the body willingly; it must be *exorcised*. Such behavior occurs primarily in the lower planes and Chaos planes, as forces that are neither evil nor chaotic would not consider the occupation of the body of another.

- Spells that *reincarnate* lost individuals use the encounter tables for the plane occupied. Reincarnated individuals are of the prevailing alignment of the plane.

Special Case

- The *regeneration* spell in the Chaos planes (as well as devices that mimic its effects) can produce bizarre results when regenerating lost limbs. There is a chance (similar to that involving *polymorph*-type magic for each chaos plane) that a different member is regenerated. DM fiendishness is again encouraged, but keep in mind that the upper planes should cause less malformation than the lower planes (an upper-planar odd regeneration might be a silver or golden arm, while in the lower planes it might cause a twisted piece of wood or the limb of some demonic creature to appear).

Combination Spells

As for most planes of existence, spells that are combinations of spell types suffer all the restrictions and advantages of all types in their casting.

Magical Items in the Outer Planes

Magical items taken from the Prime Material plane operate under the following restrictions:

- Weapons are reduced by one plus for each plane they are taken through. This does not apply to planar layers, but does apply to moving from plane to plane. A *sword +4* becomes a *sword +2* in the first outer plane the traveler enters (as he must also traverse the Astral plane). If the traveler moves to an adjacent outer plane without first passing through the Astral, his weapon becomes a *sword +1*. If the weapon becomes nonmagical, all special abilities are lost (except that weapons designed to affect particular creatures in the outer planes retain their powers in all the outer planes).

- Armor and similar protection devices that offer defensive bonuses suffer reductions as do weapons. Planar layers again do not count, and items that have set AC values are unaffected.

- Potions, scrolls, and all other magical items suffer the same limitations as the spells they mimic. Those that use abjuration magic cannot repulse an outer planar creature in its native plane.

OUTER PLANES (Player Characters)

- Magical items that reach into extradimensional space function normally. Those that access the Astral plane only function on the topmost layer of an outer plane. Those that draw power from the inner planes, or access the Ethereal, do not function.
- Local conditions (i.e., a layer or realm that is totally ice bound or under water) dictate special limitations on magical spells and devices according to the physical nature of the layer or realm.

Player Characters

Magic-Users and Illusionists

See the previous section for the effects on spells in these planes. Mages and illusionists regain spells normally in these planes provided that they bring along their spell books.

Clerics and Druids

See the previous section for the effects on spells in the outer planes. As for other clerical and druidic abilities:

- A cleric or druid regains the normal number of spells if he is in his deity's home plane (regardless of the number of layers between Power and worshiper). Otherwise, the cleric or druid can regain only 1st- and 2d-level spells.

- Clerics have less success turning evil undead in the lower planes, and greater success turning such creatures in the upper planes. This is reflected in the following table (these modifications apply only to turning undead):

Plane	Treat Cleric as
Elysium	4 levels higher
Twin Paradises and Happy Hunting Grounds	3 levels higher
Seven Heavens and Olympus	2 levels higher
Arcadia and Gladshiem	1 level higher
Nirvana, Concordant Opposit, and Limbo	Same level
Acheron and Pandemonium	1 level lower
Nine Hells and Abyss	2 levels lower
Gehenna and Tartarus	3 levels lower
Hades	4 levels lower

This only applies to evil undead. Those undead of neutral alignment are treated as they are on the Prime Material plane. The modifiers are reversed for evil clerics attempting to turn a paladin or command undead.

- Druidical special abilities are negated in the outer planes, chiefly due to the lack of appropriate natural types. The shapechange ability still functions, but with the modifications for polymorph-type alteration spells. Such alterations are never fatal to the druid.

- Hierophant druid abilities are unaffected, including their ability to alter appearance, which is exempt from the effects of the Chaos planes. Naturally, a hierophant druid cannot summon elemental beings into the outer planes.

Thieves

The abilities of thieves and their sub-classes and split-classes are generally unaffected by the outer planes, but may be altered by physical conditions in various realms and planar layers.

Fighters

Abilities of fighters are unchanged in the outer planes.

Rangers

Rangers retain their tracking and surprise abilities in the outer planes. Those who have druidical spells operate under the same restraints as druids. The ranger benefit against giantkind applies to giants and similar creatures that are encountered in the outer planes (such as those that live in Jotunheim).

Barbarians

Of all the non-Prime planes, barbarians are least threatened by, and most at home with, the outer planes. Some planes such as Arcadia and the Happy Hunting Ground are ideal for these characters. Barbarians who remain in a portion of the planes (no larger than a realm, as the interrealm borders smack of fell sorcery) for sufficient time can treat that region as well-known for barbarian abilities.

Cavaliers

Cavaliers retain their fighting abilities without handicap in the outer planes. Horses brought into the outer planes generally function without hindrance (subject to the nature of the realm the cavalier is in).

Paladins

Paladin combat abilities are unaffected by the outer planes. Their other special abilities are modified as follows:

- Detect evil is affected as for the spell.
- Protection from evil does not work against evil creatures in their home planes.
- Dispel magic (given a holy sword) works in the outer planes.
- Laying on hands can be done for all creatures, whether natives or not. This is an exception to the general rules of necromantic healing spells.
- Similarly, the paladin can cure disease as normal.
- Paladins of sufficient level to turn undead and cast clerical spells do so with the advantages and disadvantages of the cleric, as given earlier.

- A paladin's mount is unaffected in ability and hit points. In the upper planes of Law (Arcadia, Seven Heavens, and Twin Paradises), the mount's intelligence is increased to average and it can speak with its owner in common or the alignment language of lawful good.

- A holy sword carried into the outer planes by a paladin does not lose any pluses (in fact it regains those pluses lost for travel into the Astral plane).

Monks

Monk fighting abilities are unaffected by the outer planes. Monk special abilities to speak with animals and plants are negated in the outer planes. The dreaded quivering palm has no effect on creatures that can be hurt only by magical items.

Features of the Outer Planes

The inhabitants and unique features that can be found in the Planes of Power vary greatly from plane to plane and are detailed briefly in the general descriptions for each plane that follow this

section. This section describes three particular features that span a number of planes. The spell-crystals can be found in almost every layer of every plane, while the river Styx flows through the lower planes only, and Oceanus in the planes of Elysium and Olympus.

Spell-Crystals

These are the outer-planar forms of the various spells used to contact the outer planes or to bring creatures from those planes into a Prime Material plane. To the traveler (and to most native creatures of less than 19 Intelligence), these crystals appear identical. Their effects become apparent only when a living creature (of any plane) touches them.

These multi-faceted crystals vary in shape from one inch to one foot across and can be any color in the spectrum. Size and color apparently have no relation to the type of spell, though as noted, creatures native to that area of Intelligence 19 or higher can tell which spell created a particular crystal. Travelers are advised to avoid spell-crystals. DMs should treat such objects as rare or very rare encounters.

A crystal can represent anything from a *contact other plane* or similar divination spell to summoning or conjuration magic that sucks the individual touching it into a Prime Material plane. If that Prime Material plane is the traveler's home plane, there is no effect save that the individual returns safely home (those *astral projecting* travelers are bounced randomly to another plane). Being summoned to an alternate Prime Material plane results in the traveler being treated as an extradimensional creature for purposes of spell effects and abilities.

The River Styx

The river Styx is a permanent conduit through the lower planes, from the battlefields of Acheron through the Nine Hells, Gehenna, Hades, Tarterus, the Abyss, and Pandemonium. It functions in much the same way as the Yggdrasil as a method of transportation through these planes. Contrary to speculation, the Styx does not extend into the Astral plane, though portals do stand on the banks of the river, enabling the boatmen of that fell river to reach the Astral plane.

The Styx is always in motion as it flows through the top layers of each of the seven lower planes. The fifth level of the Nine Hells, which contains the world-ocean Stygia, is connected to the Styx, as are a number of the deeper layers of the Abyss. The Styx does not appear to have a origin or a final outflow, nor does it move linearly to adjacent planes. Boatmen have been able to pass from Acheron to the Abyss in a matter of hours, without passing through the planes between them. The tangled skein that is the full flow of the Styx has not been measured. Perhaps it cannot be measured, seeing as it is an infinitely long river that passes through a number of infinite planes.

Those who touch, drink, or are immersed in the Styx forget their entire past life, including spells and all alignments save their original one. A saving throw vs. spell is applicable, with a successful save acting as a *forget* spell cast by a 15th-level wizard (the previous five minutes before touching, drinking, or immersion are forgotten). A successful save protects the traveler for ten minutes (though he forgets that he has successfully resisted the effect of the river).

Those who are immersed in the river have the standard chance



OUTER PLANES (Nirvana)

of drowning in the swift flow. There is also a 50% chance of being dragged into another plane before reaching the shore. The same holds for boats, in addition to a 20% chance of overturning for small craft and a 10% chance for large vessels.

Nonnative travelers boating upon the Styx, or those attempting to water walk or fly across it have a 40% chance of attracting the attention of 5d6 hydrodaemons or 3d4 styx devils (the latter if in the Nine Hells). Most travelers on the Styx rely instead on the native boatmen of the planes, Charon and the charonadaemons.

Charon can take the travelers anywhere on the Styx, as well as into the Astral, Ethereal or Prime planes. Transit time is 1d100 turns. Normal encounters apply, and in these encounters Charon does not interfere unless his boat is threatened.

Charonadaemons are lesser daemons who work in the service of Charon as boatmen. They share his knowledge of the Styx, the Astral, the Ethereal, and the various Prime planes. The time for transit by charonadaemon is longer, 1d10 days, and normal encounters occur. Like Charon, the charonadaemons do not attack or interfere with party actions. There is a 10% chance per day of travel with a charonadaemon that the boat picks up other travelers (who are native to the current plane and probably hostile to the party). Charon, if hired, does not stop for other passengers.

Charon, the charonadaemons, and the hydrodaemons are found in *Monster Manual II* under the daemons entry. Styx devils are found in the *FIEND FOLIO*® tome under devil.

The River Oceanus

The river Oceanus links the planes of Elysium, Happy Hunting Grounds, and Olympus in much the same way that the Styx links the lower planes. Like the Styx, the Oceanus disappears and reappears a number of times in different layers of the planes, but it seems to follow a course that begins in Thalsia, the third layer of Elysium, flows through the second and first layers of that plane, then across the topmost layer of the Happy Hunting Grounds, then into the topmost layer of Olympus to its final rest in the second layer of that plane, which is called Ossa.

The Oceanus is a more natural river than the Styx, and no harm comes to those who drink of it. The Oceanus, however, does pose all the normal dangers of a large river, and does not have the supernatural boatmen of the lifeblood of the lower planes, the Styx.

Outer Plane Descriptions

Space does not permit a full description of every realm in every layer of every plane—only a brief description of each plane and its major layers and realms can be attempted. Physical descriptions and general information are discussed first for the plane, followed by any special rules that apply. Also mentioned are the various portals to and from each plane. Following this are the major realms and general areas that the outer planar traveler can encounter, as well as their native creatures and Great Powers, according to the general AD&D® campaign system. Only those Powers that have been detailed in the *Legends and Lore* and *Unearthed Arcana* tomes are included for discussion, but this should not be interpreted as the complete list of the Powers that inhabit these planes. Those gods specific to the established campaigns of the AD&D game are best detailed in their individual realms. Finally, a summary of the abilities of new creatures is included so that judges are not at a total loss in,

say, the Court of Shang-Ti.

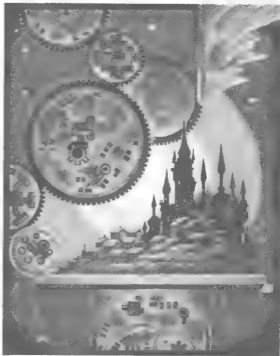
The entries that follow are intended as game settings for the AD&D game system. They are not intended to describe, promote, or ridicule any existing faiths or beliefs. Those seeking accurate and detailed backgrounds of the various pantheons are directed toward reference books on the subject, as the material that appears within is an mixed bag of pure fantasy, game balance, and mythological lore.

Nirvana

Nirvana is the plane of ultimate Law, a perfectly regimented order. It consists of equal measures of light and dark, equal proportions of heat and cold, and equal parts of the four elements. All matter has its place and knows its place in the plane of Nirvana. Nirvana contains no passion, illusion, or pain. Individual consciousness exists only to perfect order. When all consciousnesses are completely subsumed into the whole, the society achieves perfection.

Nirvana is a single infinite plane with planar layers that extend in all directions, without true floor or ceiling. The void is filled, however, with huge interlocking wheels, like the internal cogs of an ornately carved clock. These wheels are great platters of matter, however, each 500 miles or more in radius. The plane is filled with an infinite number of these clockwork disks, interlocking along their edges so that the slow revolution of one disk is picked up by adjacent disks and transferred to others, so the entire plane spins in unison.

Each circular realm has its own gravity, so disks can meet at right angles without disturbing the inhabitants of either one. This gravity extends in a sphere above and below each disk, though



usually only one side of a disk is inhabited. Those beyond the bounds of any disk's gravity float as in the Astral plane, but there is a subtle tug from nearby realms, so a traveler suspended in space falls within the pull of a realm in 1d100 turns. The space between the disks is air, so that flying is possible between the realm-disks.

Free-standing portals to the Prime Material plane usually exist in the center of a realm's inhabited ("topmost") side. These usually lead to planes where the realm's Powers are worshiped, or at least acknowledged. There is no equivalent of the Yggdrasil or Styx in the plane of Nirvana. However, if the Greater Babylonian Power Anu must leave his realm, a temporary conduit known as "Anu's Way" (a red carpet, in effect), bridges Nirvana and the Prime Material through the Astral while Anu is gone. On these occasions, Marduk is summoned from Arcadia to mind Anu's realm.

Portals also exist to Arcadia and Acheron. The portals to the former are circles, light-green in color, while those to the latter are deep red. They appear regularly once per revolution of each disk (this varies from realm to realm, but on Primus's plane, the opening comes once every 20 days). The portals remain open for a day. Primus is relatively strict about powerful beings crossing from one plane to another through his lands. Since he has the army to back up his wishes, few of the warring organizations from Acheron or huntsmen from Arcadia get through.

A quicker method of reaching either Arcadia and Acheron is to beseech Primus, who can send the traveler to either. In general, the Lesser Power sends the traveler to the plane most akin to his alignment or intent.

A free-standing portal exists between Nirvana and Concordant Opposition, but this is open at all times. It is located on the underside of Primus's realm, beneath the disk on a smooth featureless plane. Those who arrive in Nirvana from Concordant Opposition must be prepared to walk a fair distance before reaching the edge. (The gravity of each disk is always directed toward the center of the disk so a traveler can walk over the edge and onto the other side with no difficulty.)

All spells function normally in Nirvana with the exception of illusions and phantasms. Spells that have illusionary or phantasmal components do not function in the plane of ultimate Law. At best such spells appear as thin wavy bits of smoke in the general picture of what was intended, but these fool no one, especially not the natives of this plane. This is in addition to all general restrictions and rules for spell casting.

Features of Nirvana

The best-known realm of Nirvana for most Prime Material travelers is that of Primus, the One and Prime. Primus is said to be the greatest of the Great Powers of the plane of Nirvana and is said to dwell in a pool of energy at the center of the plane. As an infinite plane has no center, this statement may be assumed to be the standard "center of the universe" attitude that surrounds all such powerful beings. The existence of at least two other powerful beings held to be the leaders of their own respected pantheons casts doubt on Primus's ascendancy in this plane.

Primus is the most powerful of the Modrons, and it is his realm that most (but not all) of the silver pools and conduits of the Astral open into in the plane of Nirvana. The modrons themselves are a totally alien, regimented race. The lesser members look like insectoid regular solids, while the more powerful rulers, the hierarch modrons, grow progressively more humanoid until Primus

himself, bathed in all manner of energy, surpasses that human form. While all modrons are apparently vassals of Primus, the base modrons (lesser castes) can be found throughout the realms of Nirvana acting as servants for other realms. Full details on Primus and the modrons can be found in the modron entry in *Monster Manual II*.

Though Primus's reach (in theory) spans the infinite range of Nirvana, there are other powerful gods and pantheons that make Nirvana their home. These Powers' Prime Material incarnations are described in the *Legends and Lore* book. Their powers are those of Greater Gods, Lesser Gods, and Demi-Gods (in Appendix IV on page 124) in their home planes. A brief summary of their realms follows:

Anu: Anu is described as the ruling deity of the Babylonian pantheon and its head tribunal and judge. His domain is said to be in the very apex of the sky. It is here, in those Prime planes where this pantheon is worshiped, that travelers seeking his court can find a conduit into his realm in Nirvana. In those planes where the Babylonian gods are unknown, he has no such portal, but can be reached through Primus, whose plane interlocks with his.

Anu's realm is a great disk 1,000 miles in diameter, most of which is occupied by his city and palace. The palace is patrolled by the *soldiers of Anu*, tall humans who wear no armor, but are gilt in metallic copper and have yellow eyes without pupils (the soldiers of anu and other *einheriar*, or spirit legions, are given stats in Appendix III). Like Primus, Anu rules from the center of his realm, upon a great raised throne. The signs of his office are inscribed upon his throne (sceptre, diadem, crown, and staff of command). At the side of Anu is the goddess Anutu, who assists in the judgments and decisions of Anu.

Shang-Ti: In the Chinese Mythos (which is not exactly the mythos of the *Oriental Adventures* book), Shang-Ti is the supreme power of the pantheon, the head of the Celestial Bureaucracy (also known as the August Personage in Jade or the Jade Emperor). As head of the bureaucracy, all other Powers in the outer planes (including those not included in the Chinese pantheon, in the view of this mythos) report to him. It is Shang-Ti who determines all judgments and assigns all portfolios within the outer planes.

Shang-Ti lives in the center of his disk-like domain in a palace the size and shape of the Emperor's in the Prime Material plane (that is to say, similar in design and appearance to that of his worshippers' ruler). There Shang-Ti resides with his family, his court, his messengers, and his ministers. The door to his audience room is kept by Wang, the transcendental bureaucrat, who can bar the way of the unjust wishing to beseech Shang-Ti. In addition, foo dogs and foo lions patrol the grounds of his palace, which is planted with rows of ever-ripe peach trees. These peaches are said to provide longevity to those non-Power beings who eat of them (as the potion of the same name, with no ill effect) and immortality to the Great Powers.

The library of Shang-Ti contains all the books and knowledge lost on all the Prime Material planes that recognize his existence. His librarians, tall faceless giants in grey cloaks, visit those places where disaster is about to hit. From these doomed places they collect all the knowledge that would otherwise be lost. Shang-Ti's plane abates Primus's on the far side from Anu's wheel.

Shan-Hai Ching: The Chinese god of wind and sea makes his home on a smaller disk that interlocks with that of Shang-Ti. The water of his plane provides the irrigation for Shang-Ti's peaches of immortality. His wheel is filled with water, having just enough

OUTER PLANES (Arcadia)

land about its borders to interlock with adjacent disks. Many sea creatures of Oriental origin make their homes in the realm of Shan-Hai Ching. A fair wind is always blowing in this domain.

Three gods of the Indian mythos share interlocking realms in Nirvana. Those Prime planes that recognize this mythos have conduits leading here. Varuna is the supreme judge and authority (though not the ruler) of the pantheon. He rules a disk that is polished as smooth as the reflection of the moon. Rudra is a violent, compassionless death-god whose realm, though no less thick than the others, opens into a huge chasm. Within this chasm Rudra is said to fire his arrows into the Prime Material, culling the weak and leaving the worthy. He is served in this plane by the *maruts*, unliving creatures similar to storm giants in demeanor and power. Finally, there is the realm of Yama, a demi-god of death. This realm is smaller than either of the other two, yet it is through here that the followers of the Indian pantheon seek their judgment by Varuna and final disposition. Yama is said to wander the planes, yet a soft light of great purity shines in the center of his plane.

The Lesser Power Horus, known in the Egyptian pantheon as "the Avenger," makes his home on a spartan disk not far from Primus's, but not directly connected to that realm. His servants are hawks of all types. Horus is a god of avenging justice, and his servants, the *horusyr*, carry out his will, appearing as man-like hawks to those who seek justice and vengeance (see *einheriar* in Appendix III).

Finally, two Powers of the Sumerian mythos, Utu and Enki have realms that interlock with Anu's. Utu is of note because of his alignment (chaotic good), which clashes with that of his neighbors. The idea has been put forth that Enki, whose watery disk is bridged by span of woven gold and finely-crafted crystal, is there as Utu's watcher to keep the Sumerian sun god under control. Indeed, where there has been conflict among the realms, Utu seems to be in the very center of it.

Arcadia

Arcadia is the plane of well-ordered law for the common good, a plane where organization and hierarchies are used as a tool with beneficial ends. Its realms are huge fields of well-tended crops and orchards, cities laid out in geometrically perfect shapes, and mountains unblemished by erosion. There is day and night in Arcadia, but it is the result of a great sphere set into the highest peak of the land. This sphere is half radiant and half black, as if portions of the Positive and Negative Material planes had been brought together with neither mutual destruction nor melding into shadow. The revolution of this sphere is the same as a day in the Prime Material plane, but an Arcadian day is dawnless (light appears suddenly) and duskless and is divided equally into night and day.

Arcadia has three layers, though the lower reaches have not been explored nor are their contents common knowledge. The uppermost layer consists of many well-organized and defined realms that share a common gravity. It is a land of gentle showers and kindly creatures. The flowers are all colors of the rainbow and are always found in well-ordered patches that grow without needing to be tended.

It is the trees of Arcadia that are most remarkable. These great plants grow in neat forests and straight-rowed orchards. Their bark is metallic, either copper, gold, silver, or iron (depending on

the type of tree). Their leaves range from deep greens to fireball reds and never fall, though in appearance they are similar to Prime planar trees that do lose their leaves. The fruit of these trees is always available and has magical abilities. If picked, such fruit lasts for 1d10 days before spoiling (regardless of actions taken to preserve them) and duplicates the effects of a double-strength magical *potion*. The types of potions are rolled randomly, on the *potion* tables either from the *DMG* or *UA*. Each species of tree grows only one type of *potion* fruit.

Arcadia is also the home of peaceful animals: golden foxes, coppery hares, and silver-wooled sheep, as well as all manner of organized insects such as wasps, bees, and ants. These creatures are peaceful in nature and, as they are natives of the outer planes, are not affected by Prime Material spells that normally affect such beings. Arcadian animals do not speak, but they have pupilless white eyes that can pierce any illusion or phantasm spell, so they make excellent watch beasts (in game terms, use the standard abilities and statistics for the creature, with the changes above).

Highly intelligent creatures inhabit the plane of Arcadia as well: creatures of the upper planes such as hollyphants, planetars, foo creatures, and a few devas. Visiting creatures include shedu and lammasu (lesser and greater varieties of both), ki-rin, and titans.

Permanent portals to other planes are few, but they are in permanent locations in Arcadia. Generally they are marked by arched trellises of white ivory or black steel. They can be passed through normally, but once in a while (1 in 10 chance), the archway mists over and a field of color appears similar to that of a color pool. This pool of color is white if it leads to the Seven Heavens, black if it leads to Concordant Opposition, and silvery if it leads to Nirvana. Ninety percent of the time, both sides of the archway lead to the same portal on the other plane, but 10% of the time different sides of the archway lead to different locations on the other plane.

Arcadia is also a plane of warriors of good and lawful alignment, in much the same way that Acheron is the plane of those organized for evil ends. Militias of spirit-folk roam the countryside looking for those creatures that do not belong. Good and lawful creatures are greeted and offered to ride alongside, while those of neutrality are stiffly asked their business, and evil and chaotic creatures are attacked. As natives, these militias can use divination magic over the background static of the plane. For other details, see the entry under *einheriar* in Appendix III.

Features of Arcadia

Two Greater Powers make their homes in Arcadia. Both are warriors, but only one is considered a god of war among his people. The exact domain of their realms is unknown, and if there are other Powers in upper Arcadia, they have yet to reveal themselves.

Marduk the Valiant of the Babylonian mythos makes his home in a great, well-ordered city populated by warriors and gardeners. This city occupies the land where the rivers Kath and Laur cross, the former passing over a causeway where the latter has a cascade. The city of Marduk is home to valiant warriors known as *kindari*, who are sent by their master to aid other Powers of his mythos, in particular Marduk's own ruler, Anu (see *einheriar* in Appendix III). In many cases, Marduk leaves the city to deal with particular menaces himself, leaving a vizier in charge of the city. The city of Marduk is simple in design and grand in scale. Those

of good alignment are welcome regardless of ethical (Law-Chaos) disposition. Its sole restriction is against any form of drag-onkind. Those planes that have a Babylonian mythos tell tales of Marduk's continual battles with Tiamat.

Clanggedin Silverbeard (UA 110) is called the Father of Battle among the dwarven peoples; he is both their hero and war-god. His home is a great conical mountain within easy sight of the mountain housing the sphere of light and darkness. This mountain has been carved into a great fortress that can withstand any attack (indeed, the people of this citadel practice siegecraft against it to test its strengths and weaknesses). It is large enough to hide and house all the dwarven peoples native to a Prime Material plane.

Clanggedin's city is home to dwarvish warriors of good alignment who continually practice their skills and hone their weapons for battle (see *einherjar*, Appendix II). On occasion, Clanggedin leads his host into combat against invaders from other planes or launches assaults against other battle-hosts in the plane of Acheron. He particularly seeks out groups of the spirits of evil dwarves and duergar. As a force of both good and law, Clanggedin's intention is to inflict maximum damage while risking the fewest of his troops. He does not engage in wholesale slaughter, unlike the battle-hosts of Acheron. Clanggedin and Marduk are on good terms (as gods of other pantheons go), primarily due to the fact they share similar interests without competing for followers.

A barrier region that leads to the second layer of Arcadia is said to exist in the passages beneath Clanggedin's audience hall. Other barriers in the upper layer seem to be quite rare.

Seven Heavens

The Seven Heavens idealize the ultimate in goodness tempered by law and justice operating with mercy. They are also called the Seven Mountains of Goodness and Law. The plane is pictured as ascending from the first layer to the seventh. The reason for this apparent ascendancy is explained below, as are the various layers and what is known of them.

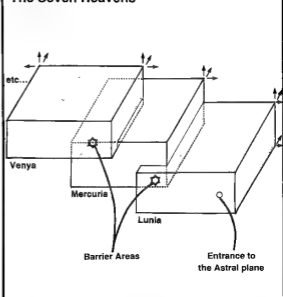
All the layers of the plane of the Seven Heavens are bathed in a soft light of the color and shade of the heaven itself. Each of the layers is an ideal setting. The gravity remains constant in these heavenly planes, so that a traveler is not made uncomfortable by objects standing at right angles, as they do on the plane of Nirvana.

There are seven planar layers to the Heavens. The crossable barriers to higher layers are found only at the highest physical point of each layer. An individual at a barrier can breach it as described in the general rules on the outer planes. This brings the traveler to a deeper (higher) layer of the Heavens, usually at the lowest point of that layer. A traveler from the Astral would enter the first layer of the Seven Heavens, climb the mountain to reach the barrier to the second layer, and find himself at the bottom of another mountain in the second layer. For this reason, the Seven Heavens have the illusion of ascendancy, that each planar layer is above the next, just as the Nine Hells give the illusion of each plane descending deeper into a pit.

The names for the Seven Heavens come from the Archon terminology for their layers. Other inhabitants, mythoi, and pantheons have their own names (halfings call the Third Heaven the Green Fields and call all the other layers of the Heavens by a native word that means "the rest of the stuff").

Lunla: The Silver Heaven is the closest layer to the Astral

The Seven Heavens



plane. It contains all the portals into the Heavens from the Astral, Concordant Opposition, Arcadia, and the Twin Paradises. Its sky is dark but filled with silvery stars that illuminate the region without moonlight. Those entering this layer always find themselves in the surf of an ocean. Nearby is the shore of a grand mountain-island dotted with citadels and redoubts of polished white stone. There may be one or many of these citadel-islands, for reports from travelers differ as to the style of architecture and description of inhabitants. The ocean itself is fresh, clean water that functions as *holy water*. Immersion in this ocean is sufficient to destroy all but the most powerful of beings affected by *holy water*.

Mecuria: The second heaven, also called the Golden Heaven, is the armory and mustering ground of the Seven Heavens. It is here that the noblest of fighters take their eternal rest. Draco Paladin, also called Bahamut, is said to make his home here with his celestial court.

Venya: The third heaven, also called the Heaven of Pearls, is lit by a soft white glow from the airy vault above it. Its land is green and soft, consisting of verdant moors and crop lands and meadows. It is in Venya that the realms of the Green Fields, the home of the halfling pantheon, are found.

Solanla: The fourth heaven, called the Electrum Heaven, is blessed with a sky that shines with the glow of burnished silver. This is a mountainous region whose valleys are shrouded in luminous fogs and mists. Its mountain peaks, which provide the access to the next layer, are usually occupied by monastery-like buildings for Demi-Powers. These edifices are often the destinations of interplanar pilgrims seeking answers to questions. The fourth heaven is the home of the Soul Forge, where Moradin Dwarffather works.

Mertion: The fifth heaven, the Platinum Heaven, has a sky

OUTER PLANES (Seven Heavens)

similar to Solania's. Its known regions are great sweeping plains dominated by citadels and huge spherical black domes. Mortion is a marshalling ground for paladins and other servants of ultimate good and Law. The tops of the spheres provide access to the next layer.

Jovar: The sixth heaven is referred to as the Glittering Heaven or the Heaven of Gems. It consists of a celestial vault whose floor and ceiling are lined with all manner of great rubies and garnets that pulse with a healthy hearth-fire glow. This is the domain of the Jovarian archons—more are found here than on any other plane. A rumored council of ruling archons, whose existence has not been proven, sits in an unending ziggurat in this layer. The sole access to the Seventh Heaven is said to be within the ziggurat's walls.

Chronias: The seventh heaven, called the Illuminated Heaven, remains a mystery, for those few who have seen it do not pass that information along. Tales say that the seventh heaven glows of its own goodness and lawfulness, so that those who enter either have their inherent goodness raised to the point which they join the glowing nature of the plane, or have their evil or indifferent nature extinguished by the power of the plane. A ruling archon, if there is one, makes its home on this plane. Several Prime planar faiths place their supreme Power of lawful good here, saying that any other residence is suffered only for more fragile mortals.

The portals into the Seven Heavens are free-standing and permanent, but as mentioned before, only exit into the surf of the first layer, which acts as *holy water*. It is not possible to steer an astral *viewing portal* onto the island to make a dry landing, but it is possible to raise it far enough so that flying creatures could enter the first layer without getting wet. Portals in the Seven Heavens resemble large blocks of finished stones. Those that touch the stone are transported to either Arcadia (a black granite block shot with gold), the Twin Paradises (a white granite block shot with silver), or Concordant Opposition (a red block spattered with blue flecks).

The Seven Heavens are home to many good and powerful creatures, including planetars, solars, all manner of devas, agathias, foo creatures, hollyphants, lawful good visitors and pilgrims both human and otherwise, shedu, lammasu, ki-rin, dragon horses, and an occasional titan. The Seven Heavens are also the homes of the archons, who are native to the Heavens in must the same way the demons are to the hells.

Features of the Seven Heavens

Archons are the common creatures of the Seven Heavens. They joyously perform the duties called upon them by their superiors and the Greater Powers. Little is known of archons, as their activities usually are more beneficial and subtle than the blunderings of the lower plane races. There are five types of Archons in the Seven Heavens thus far identified:

Lanterns are the lowest form of archons. They are the spirits of the newly dead (the equivalents of larvae in the lower planes). As the spirits of good and law, they appear as soft bubbles of light with dim awareness.

Hounds are the first true archons. They serve as guardians, watchmen, soldiers, and servants. They appear to be perfectly formed humans with dogs' heads (they can *shape change* at will into dogs).

Wardens appear to be bears with grasping hands, sentient

eyes, and coats of golden or silvery fur. They are the watchmen and observers. They have the power to cast any divination spell.

Swords are the leaders of the hounds and wardens. They look like radiant humans with feathered wings and the heads of lions and other great cats. They have prodigious spell-casting abilities.

Tomes are the most powerful of all known archons, though their power does not match that of a deva or planar. Tomes are winged with the heads of noble hawks (in some cases owls). Their power is knowledge; they know much of secret weaknesses and unknown passages.

The connection between archons and devas, planetars, and solars is unknown, though archons defer to the powers of the latter creatures and follow their bidding. It is unlikely that the planetars and solars are ruling archons, but the issue is not settled yet. In any event, archons are only rarely found outside of the Heavens and the neighboring planes of Arcadia and the Twin Paradises. They do not actively seek out evil on the Prime Material planes, though they battle evil where they encounter it.

Yondalla and the majority of the halfling mythos, including Arvoreen and Cyrrallia, inhabit a large realm on the third layer (known to halflings as the Green Fields). Their domain is a combination of burrowed households and small rustic buildings of great simplicity but much strength and warmth (most halflings believe it is what is inside a house that counts). Other deities of the halflings visit this plane to seek advice and company, and the demigod Brandobaris often uses the Green Fields as a bolt hole when he has angered some Great Power from another plane. Yondalla and her fellow deities are on good terms with the archons. Often very short incarnations of those creatures (with halfling bodies rather than human) appear to followers of the halfling gods.

Moradin and his spouse Berronar are the most powerful god and goddess of the dwarven mythos. They make their home beneath the steep mountains of Solania, which the dwarves call *Erackinar*, the home of the Soul Forge. The dwarven theologians state with some conviction that it is the heat of this forge, with which Moradin tempers the spirits of his people and their weapons, that provides the warmth for this layer of the Heavens. The smoke from his foundry is said to become the mists that hang in the vales. Moradin and Berronar are served by dwarven spirits similar to those in Clanggedin's Host, with the exception that their intended purpose is not battle, but building and forging and testing and bettering the race of dwarves.

Bahamut, also called the Platinum Dragon and Draco Paladin, is said to make his home in the Seven Heavens, though there is an equal chance that he makes his abode in the plane of Air or a Prime Material plane. Bahamut's glittering palace has been placed on separate occasions on the first, second, third, and fourth layers of the Seven Heavens. Either the most powerful of the good dragons maintains a number of households, has found a way to have his palace coexist on several layers simultaneously, or is capable of moving his celestial abode from place to place at will.

The Chinese gods Chung Kuei and Kuan Yin make their homes on the fourth layer, occupying adjacent realms that span the length of the mountaintops. Followers of Chung Kuei seek out the god of truth and testing for knowledge, while those of Kuan Yin for ask for peaceful mitigation of troubles and blessing in childbirth. These gods are served by archons and spirit-folk.

The Indian mythos has two powerful beings who occupy adjacent realms in the second heaven: Vishnu, the god of light and mercy, and Surya, the god of the sun. Their realms are huge expanses of

OUTER PLANES (Twin Paradises)

rich and fertile jungles that rise out of the planes. In these jungles are stone temples that detail the exploits of the Lawful and good members of the mythos over those considered evil and chaotic. Common to both these realms is Garuda, king of all birds.

Of the lesser powers, Ebisu of the Japanese mythos, the deity of good luck, is a native of Lunia (the first heaven). He often greets travelers in the guise of a poor fisherman with a good catch from the pier. (Ebisu also often rescues those who are foolish enough to drown in the ocean.) Girmu of the Babylonian mythos makes his abode in the second layer. He leads a troop of followers into battle with evil. Both of these lesser gods are served by archons.

Regardless of the planar layer a deity calls its home, it gains all benefits for its home plane anywhere on the plane.

Twin Paradises

The Twin Paradises are the homes of those spirits and powers that believe in the forces of good. They believe in organization only when necessary or when it is the best method of dealing with a problem. This plane is unique among the outer planes in that the barrier between the two is large, encompassing the upper regions of both layers, and very transparent, so that the surface of one layer can be viewed from the other as a ghostly mirror-reflection against the sky.

The best analogy to the Twin Paradises is a book with no spine. The insides of the two covers are the surfaces of the two layers (facing each other). A traveler standing in one of the layers can look up and see the other layer hanging high overhead (and upside down, according to the traveler's perspective). Gravity

functions normally for each layer (each looks look upside down to the other). The two layers are separated by a wide gulf of air (the separation is 20 miles from sea level to sea level).

The barrier between the planar layers is in midair, halfway between the layers. A traveler can fly up to the barrier, make the necessary Wisdom Check for crossing the barrier, and then fly down into the other layer. Travelers seeking a more discreet method of traveling between the barriers can climb one of several tall mountains that reach the barrier and connect to a mountain that reaches up from the other layer. Climbing a peak and crossing the barrier without preparation for the reversed direction in gravity can be hazardous, even fatal.

Each layer gives off a golden-white glow that provides the illumination for this plane.

These facing layers of the Paradises are named Shurrock and Dothion. Dothion is usually considered the topmost plane, (nearest the Astral). Portals to the other planes from either layer appear as caverns with patterns shining within. Those with concentric circle patterns lead to the Seven Heavens, those with radiating lines lead to Elysium, and those with spiderweb patterns lead to Concordant Opposition.

Dothion is a pastoral paradise, filled with huge forests of great oaks and large meadows where wildflowers bloom. Seasons occur in this layer, but they are mild—the heaviest snowfall is no worse than the first of the season, and the summers are mild. It is filled with curious animals that are more intelligent than their Prime planar cousins, but they do not have the power of speech.

Shurrock is a more lively place, for its weather runs to the dramatic. There are booming thunder squalls and hard rains. Its winters are long and cold, and its summers are hot. The plane seems to challenge those who inhabit it. Those found within—animals, humans, and Powers—are always at work.

Both layers of the plane are positive and industrious. Natives of one layer often visit the other layer for a change of climate. Neither side considers itself the better of the two.

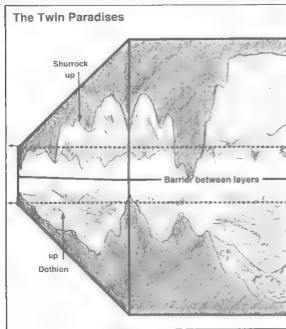
The Twin Paradises impose no additional restrictions to those for the outer planes in general.

Features of the Twin Paradises

The Twin Paradises have not been extensively explored by travelers (they seem to prefer the greater challenges of the lower planes). The standard variety of powerful creatures have been reported in the Twin Paradises, including hollyphants, planetars, foo creatures, devas, solars, agathia, and baku. In addition, the animals and some of the trees are sentient. The former have intelligences of at least average, while the latter are treated as treats. Neither has the power of speech.

Of the powers that reside in that plane, the most is known of the gnomish pantheon, led by Garl Glittergold, that includes Baervan Wildwanderer, Segojan Earthcaller, and Flandal Steelskin. These beings make their home in Dothion, though they often wander (Flandal Steelskin often sets up a lab in Shurrock to work during the cold months). Baervan's ancient oak tree, Whisperleaf, can be found on the side of one of the mountains that leads to a similar mountain from Shurrock. Gnomes are served by the spirits of their people, though there are occasional gnomish archons.

Ukko is the leader of the Finnish pantheon. He lives across the barrier in the region of Shurrock opposite the gnomish pantheon. His realm in Shurrock is relatively cold and snowy. When Ukko is angered, he raises a full-force blizzard to vent his wrath. Ukko tends



OUTER PLANES (Elysium)

not to interfere with other matters greatly, indeed, few of his pantheon journey to his abode to pay homage. Ukko is served by a multitude of air maidens (LL, page 57), whom he uses for both defense and to aid his Prime planar followers when they are in dire need.

Epimetheus, the greater titan of Greek mythos, wanders the Twin Paradises, making neither his home (he has settled several times in various locations of Shurrock and Dothion, but his tendency to act before thinking has brought about their destruction). Unlike Prometheus, his brother, he was not invited to join the Greek pantheon in Olympus, but he was also not incarcerated in Tartarus. He tends to wander between the Paradises and the Prime plane. The gnomish gods understand his problem (indeed, his actions seem almost gnomish). In Shurrock, Ukko is powerful enough to handle any of the major disasters Epimetheus creates.

Elysium

Elysium is the plane of ultimate good, unsullied by the concerns of hierarchy or anarchy. The spirits that reside here cannot be summoned or controlled, for they are at final rest. The Powers of the plane answer only those callings that they deem worthy (or profitable).

The four layers of Elysium are dominated by the River Oceanus, which begins in the fourth (outermost) layer of this plane and flows down to the innermost layer (the layer nearest the Astral). From there Oceanus meanders into the Happy Hunting Grounds and then into the innermost layer of Olympus. These three good planes are linked by the Oceanus in the same manner as the lower planes are linked by the river Styx. The chief difference is that the Oceanus is a slow, peaceful flow, navigable by mere mortals (though its peaceful flow is often broken by rapids, cascades, waterfalls, and occasional fallen trees). The river separates and recombines many times in its passage, so travelers often find themselves journeying down side channels that soon rejoin the main stream. There are no equivalents to Charon or charonadaemons for the Oceanus, but there are also no hydro-daemons to threaten travelers. There are other creatures that live in the Oceanus, including nymphs similar to those in the Prime planes. There are the standard chances for boats to capsize and travelers to drown in the Oceanus, though this flow lacks the dangers of the Lethe or Styx.

The lands of Elysium are fertile along the banks of the Oceanus, filled with pines and sweet-smelling flowering trees. Farther from the banks, the vegetation becomes smaller but no less rich, until rolling grasslands are reached some hundreds of miles from the river. These grasslands eventually give way to arid rock formations of startling beauty carved by wind or the hand of some artistic Power. Most of the realms are found along the banks of the Oceanus, though there are great Powers who make their homes far from the crowd.

A traveler on the Oceanus can usually reach another layer by traveling downstream (or upstream, for the flow doubles back several times) for 1d10 days. Another plane can be reached in 10d10 days. Normal encounters for the plane apply, and there is a 10% chance per day of encountering cascades, snags, or other features that block passages and may capsize or hole the craft.

The sky of Elysium ranges in color from an almost solid indigo to robins-egg blue, depending on the number of glowing orbs in the sky. There is no sun or night in the conventional sense, but a

large number of the Powers that inhabit this realm hold sway over dawn, light, the night, and the moon. The passage of their various craft (and even that of their realms, as noted in their descriptions) causes the sky to vary in brightness, depending who or what is ascending at a particular time.

The four layers of Elysium, from innermost to outermost, are Amoria, Eronia, Belierin, and Thalasia.

Amoria is the layer that borders the Astral, the most common arrival point for travelers. The description of the banks of the Oceanus applies best to this plane. Portals to the other planes appear as dark caverns, with no clues as to which plane they lead to (though divination spells can tell whether a cavern leads to the Twin Paradises, Concordant Opposition, or the Happy Hunting Grounds). Those caverns that swallow the flow of the Oceanus always lead to the Happy Hunting Grounds after an underground passage of 10d10 turns, though there is no guarantee that the passage is navigable by boat.

Eronia is a mountainous region where the Oceanus is often broken by falls and cascades (double normal chances for such obstructions). The banks of the Oceanus here are sheer and of grey rock, though the life around the banks is as profuse as in Amoria. Among these mountainous domains are the realms of Enlil and the Sumerian mythos.

Belierin is a wide, flat region where the banks are marshes 10 miles or more wide before trees and other large plants take hold. Many great strongholds and realms are located beyond these banks. Many of the large islands in the Oceanus contain huge nations of extraplanar beings.

Thalasia is the great sea from which the Oceanus flows and eventually returns to after it reaches its destination in the realm of Poseidon in Olympus. A traveler passing through the barriers into this realm likely finds himself swamped in the Thalasian sea, for dry land consists of a few small islands scattered throughout this layer. These isles of the Blessed are the final resting places of those who perished for the cause of good. Also here are heroes of good who have been spared from death and brought to this plane at the wishes of the gods. The spirits here are rewarded by existence without care, need, or responsibilities. Their wants are seen to by those Powers of the various pantheons concerned with the dead.

Passing between barriers is as elsewhere. These barriers can be found in many different locations, high and low, within each planar layer. Usually the terrain at the far side of a barrier is at the same elevation as that of the other layer (thus there is no illusion of ascending or descending in Elysium).

Magic in Elysium obeys the general rules for all the outer planes. Certain deities may impose additional restrictions on spells within their realms.

Elysium is the home of many of the standard creatures found in the upper planes, including hollyphants, planetars, solars, foo creatures, agathia, and baku. The plane is also home to the phoenix, which is comfortable in both the sylvan settings of the plane and in the rocky wastes far from the river. Moon dogs are found in great numbers in the layers of Elysium. They act as servants, watch beasts, and vassals to the Greater and Lesser Powers of the plane.

Features of Elysium

Some of the realms of Powers in the plane of Elysium have a tendency to move about from layer to layer. A traveler seeking a particular realm should get recent information on its whereabouts or risk wasting a lot of time trying to locate it.

The Egyptian goddess Isis holds sway over a large realm of the layer of Amoria, including several paths of the Oceanus. These realms are lit by small lanterns in the trees and patrolled by moon dogs, who call attention to any intruder with their piercing howls. Another Egyptian Power, Seker, has a realm enclosed in a great sphere, littered with portals, and named Ro Stau (Doors of the Corridors). Ro Stau can be moved by Seker's will from layer to layer, its shining surface bringing the light of day when it is in flight. Seker and Ro Stau spend most of their times adjacent to Isis's realm on the Oceanus, or among the Isles of the Blessed (Seker tends the inhabitants in his role as a death god).

Ishtar is the goddess of both love and war to the Babylonians, embodying physical conquest as well as the conquest of the heart. She too rules a great realm in Amoria, but hers is not adjacent to that of Isis. Though the two goddesses have little cause for conflict, they do have occasional rivalries, particularly involving love and magical abilities. At the center of her realm Ishtar has a great city topped by a glowing statue, half a mile high, of herself. This statue continually lights that part of her realm.

The Sumerian gods have a great outpost in the second layer of Elysium, for it is in this great mountainous region that Enlil, the supreme head of the Sumerian pantheon, dwells with Nin-Hursag, the earth goddess. Enlil can form a conduit to a Prime Material plane in much the same way as Anu (see Anu in the plane of Nirvana). Adjoining the realms of Enlil and Nin-Hursag is that of the Sumerian moon-god, Nanna-Sin. Nanna-Sin does not take his realm with him, but he does travel the Oceanus in a great barque that is shaped like a crescent moon. In passing he provides a moon-like radiance to all on the banks of the river. In his moon-barque, Nanna-Sin journeys through the four layers of Elysium. His craft cannot be upset by waterfall nor blocked by fallen trees or ice. Nanna-Sin is not Charon, however—any dealings for safe passage must be with the god himself, and on the god's terms.

Ushas of the Indian pantheon is the goddess of the dawn. Her realm is enclosed in a great reddish dome that she moves from layer to layer, bathing the land in a reddish light. Tsukiyomi, the Japanese moon god, has an enclosed realm of mirrored silver that gives off a light similar to that of the moon in the night sky when it traverses the heavens.

Finally, the Lesser Power Bragi makes his home in Elysium, traveling once a year from his Viking-style retreat in the second layer to Gladshiem to swear fealty to Odin and report all that has occurred of note in the planes. Bragi usually makes the journey in a longship crewed by einherjar (see Appendix III, page 122) as far as Olympus, then completes the journey on foot to Asgard in Gladshiem. Despite his Lesser Power status, the greater gods of the planes he crosses do not bother him, out of respect for his prodigious abilities and the short-tempered nature of his liege, Lord Odin.

Happy Hunting Grounds

The Happy Hunting Grounds, also known as the Beastlands, is a triple-layered plane of good tending toward chaos. It is a densely forested plane in all its layers, though its forests vary from giant cycads to pines to sequoias to oaks to beeches to birches and to more alien reaches of huge expanses of hanging moss and vast regions of giant fungi and mushrooms.

The three layers of the Happy Hunting Grounds are all covered with a variety of huge plants and tangled underbrush, but may be told from each other by their skies:

Krigala is the topmost layer of the plane, closest to the Astral. Through it the Oceanus flows in a relatively straight course (compared to its tortured winding in Elysium) into Olympus. Portals to the topmost planes of Olympus, Elysium, and Concordant Opposition usually appear in this plane as large openings in hollow trees. These portals can be in any type of tree, but the same tree type always leads to the same plane (silver-plated beeches always lead to Olympus, for example).

Krigala is continually lit by a midday sun, a great orb that remains at the zenith no matter where the traveler is in the plane. The warmth of this sun varies sharply from realm to realm, so there are foggy regions that suddenly end in clear weather that in turn becomes unspoiled fields of snow in the next realm. The weather in one realm does not affect that in adjacent realms.

Brux is the second of the three layers of the Beastlands. It can be reached from Krigala in the standard manner of moving from one planar layer to another. Brux's terrain varies in the same degree as Krigala's, with all manner of plants and forested areas existing in the plane. Brux's sky is reddish, lit by two setting suns (or rising suns) that appear to be at opposite sides of the horizon. (An optimist says the suns of Brux are rising, a pessimist that they are setting).

Karasuthra is the farthest of the three known layers of the plane. This is a realm of a starlit night (though some realms may have overcast skies or fogs). The stars of this realm are not moored in the sky—they wander in a random fashion that defies all studies.

All spells and special abilities function in the Beastlands with the standard limitations for the outer planes. In addition, those spells and abilities that permit the identification of and communication with plants and animals (though not their summoning or control) function in all layers of this plane. However, any attempt to control winds, weather, or air is prevented by the creatures that make the aerial region their home.

Features of the Happy Hunting Grounds

The Happy Hunting Grounds has the standard complement of creatures that make the upper planes their homes: hollyphants, planetars, solars, devas, baku, agathi, and too creatures. But these creatures are overwhelmed in number by the great variety of the species of the animal-like kingdoms that make this plane their home. Indeed, it was the wide variety of animal life that led the first planar visitors to give this plane its long appellation, figuring that this plane was a veritable cornucopia of easy pickings. They were incorrect in this assumption.

The animals of the Happy Hunting Grounds call their plane the Beastlands. They think of all three layers as a single realm. Humanoid Powers are treated as temporary settlers at best, invaders at worse. All Prime Material animals and their giant versions live in the Beastlands (they have several special abilities not enjoyed by their counterparts in the Prime Material).

The beasts of the Happy Hunting Grounds include all manner of mammals, birds, fish, reptiles, amphibians, and all insects and other invertebrates. Excluded from their ranks are magical or enchanted creatures and Prime Material monsters such as the roper or beholder. The beasts of this plane are sentient (minimum of low) and capable of speech. In fact, those who have an intelligence of very or higher (usually owls, foxes, eagles, and turtles, but may include representatives of all races) have a chance of



spell casting. Ten percent of such creatures are able to cast spells (if so, roll 1d100 on the following table).

TABLE

Roll

Spell Ability

- | | |
|-------|---------------------------------------------------------------------------------------------------------------------|
| 1-20 | Can cast one magical spell per 24 hours (roll randomly for spell). |
| 21-40 | Can cast one clerical (including druidical) spell per 24 hours, rolled randomly. |
| 41-60 | Can cast 1d10 magical spells per 24 hours, rolled randomly. Each spell can be cast once per day. |
| 61-80 | Can cast 1d10 cleric spells per 24 hours, rolled randomly. Each spell can be cast once per day. |
| 81-90 | Has powers of magic-user of level 1d20, does not require spell books to cast spells. |
| 91-99 | Has powers of cleric or druid of level 2d8, with limitations on which spells can be cast each day. |
| 00 | Has powers of magic-user level 1d10 and cleric 1d8 with limitations on numbers of spells that can be cast each day. |

In addition, the beasts of the Happy Hunting Grounds have the following modifications to the abilities listed in the monster books:

- Subtract 1 from the listed Armor Class
- Doubling of hit dice—minimum of 2 hit dice
- Magic resistance of 5% base, +5% for every point of Intelligence above 7

These abilities apply only in the outer and Astral planes. They are lost while the creatures are in any other planes.

Another form of life that exists only in the Happy Hunting Grounds are the *mortal*, also called the "faces in the clouds." The origin and full abilities of these great beings are unknown, though they may be collections of good and slightly chaotic spirits. The mortal appear as cumulous clouds with large humanoid faces. They can communicate with any who attract their attention. They have complete control over the weather and air of the Beastlands, and even the bird-spirits pay them heed. The mortal are also said to be wise; they have the ability to *legend lore* any subject.

Great Powers are few in the Happy Hunting Grounds. Their realms extend for only a few bow-shots from their citadels. Far more common and more powerful in this realm are the Beast Lords, also called the Masters of the Cults of the Beast. These creatures are usually of lesser god or demi-god status and are the ultimate examples of their race. They have great command and summoning powers over their kind that function everywhere in the known planes of existence. The Cat Lord (*MM II*) and the Generals of the Animal Kingdoms (OA) are examples of such beast gods. Their power is found on every plane where there are suitable creatures.

The sole Power from *Legends and Lore* that makes a permanent abode in this plane is Skerit, the Forester, a centaur god. Skerit's realm is a series of interlocked meadows and glades. He is served by the spirits of satyrs and centaurs. Skerit is on the best of terms with the Beast Lords, yet it is clear that they feel the Forester is no more than a temporary visitor to their realm.

Olympus

The vaults of Olympus (and those of neighboring Gladshheim) are at first glance a quandary. Their position in the great wheel of the outer planes places both of them on the chaotic side of the wheel, yet both of them sport organized pantheons. Olympus is the home of the Greek and elvish pantheons, while Gladshheim is the native land of the Norse mythos.

In truth, only the topmost layer of each plane is dominated by the realms of these mythoi, but their realms hold sway over such a large area that extraplanar travelers and scholars took the planes' names from these mythoi. In the case of Olympus, the Greek pantheon receives the nod (and the name) due to the existence of the permanent multiplanar conduit known as Mt. Olympus (see *Features of the Astral Plane*, page 72).

Of secondary importance is the fact that most of the barriers in the realms controlled by the elvish and Greek pantheons are tightly controlled by these pantheons. The barriers to the layers adjacent to the elvish lands open into the water layer of Tethys, while those in the Greek realms connect to small islands in that infinite sea.

For this reason, in Prime Material planes where the elvish and Greek pantheons are worshiped, this plane is known as Olympus. In the planes where Mount Olympus does not exist and the gods of the ancient Greeks are therefore unknown, the plane is known as Arvandor, the High Forest, and its layers are given elvish names.

The plane of Olympus is divided into three layers:

Olympus (or Arvandor) is the name of the topmost layer of the plane as well as that of the plane itself. It is the domain of the realms of the elvish and Greek pantheons, which are separated by a few thousand miles of wilderlands unclaimed by any realm. This layer is one of steep mountains cut by great passes and monstrous broadleaf trees rivaling the heights of terrestrial sequoias. Its hillocks are the size of Prime planar mountains.

They are covered with arbors of grapes, untended orchards, and fields of wild wheat. The layer itself is slightly convex, so that while Olympus and Arvandor both occupy the highest pinnacles of land within their realms, neither citadel can see the other. Away from the settled and claimed areas, the layer grows wild quickly. Many fell beasts and creatures such as giants and cyclopes roam the lands to challenge those who adventure within.

Ossa (called *Aqualior* by the elves) and its barriers are usually found in the watery domains of Sashelas of the elves and Poseidon of the Greeks. It is the outflow of the river Oceanus which began in the farthest layer of Elysium, Thalesia. (There are often reports of huge, funnel-like maelstroms that lead directly back to Thalesia in an unending circle.) Unlike Thalesia and the waters of Lunia in the first of the Seven Heavens, the seas of Ossa are for the most part shallow, no more than three feet in depth over most of the realm. Great chasms open up in places there, and it is in these that other chaotic good sea gods make their domains.

Pelion (called *Mithardir* [white dust] in the elvish tongue) is the third layer of Olympus. It is a dusty place of blowing white sand and snow. It is temperate in most of its domains, but all things are covered by the dust. Both Greek and elvish pantheons have their own legends concerning other powerful beings who once dwelt in these regions. They are now gone and their realms and the treasures are buried beneath the dust. What creatures or powers still live within this disintegrating land is unknown even to the more adventurous of the deities.

As noted above, the barriers from the first to second layer and those from the second to third layer, tend to be rarer than those found in the other outer planes. The portals from the adjacent planes have been identified by the ruling Powers. They appear as spinning crimson disks that do not reveal their egress points for anything less than divination spells. The Powers of the plane have located the permanent portals from their domains within a few thousand leagues of their abodes in all directions. They have surrounded these portals with stone walls and iron gates, not so much to stop intruders as to slow the curious and prevent dangerous and stupid creatures from wandering in.

Neither of the great pantheons worry much about extraplanar viewing points zipping through their realms, but those that are particularly bothersome (remaining too long in one spot, as if belonging to a thief casing the joint) are *dispeled* and the peeping mage and company are brought into the outer plane for instruction in the dangers of such viewing.

Features of the Plane of Olympus

The creatures usually identified as being of the upper planes can be found in parts of Olympus: hollyphants, planetars, foo creatures, devas, solars, and agathies. The plane of Olympus is also the home of great beasts and fantastic creatures that either fathered or were created from similar beings on the Prime Material plane. Massive boars, bears, and wild cattle greater than any seen on the Prime roam the wilderlands of the plane. Many rocky mountain fastnesses are home to powerful medusae, chimeræ, and gorgons. Rebellious titans still roam over parts of the first layer, and giants are found there to challenge both man-god and elf-deity.

Only creatures from the Greek or a DM's elvish legends should be found in the plane of Olympus: giant eagles, lions, bulls, wolves, serpents, hawks, pegasi, harpies, cyclopes, and sphinxes are examples of such creatures. The statistics, appearances,

and abilities of these creatures are altered as follows:

- The creatures are larger than those of the Prime Material plane. Small creatures should be considered medium and medium creatures are large (large creatures, though increased in size, are still large). The demeanor and bearing of such creatures are more powerful as well.
- Subtract 2 from the listed Armor Class.
- Creatures and monsters that strike with claws gain a +2 bonus to hit opponents.
- Hit dice are doubled for purposes of determining hit points and effects of combat.
- One in 20 human-like creatures (such as medusae or harpies) have some magical ability (as a magic-user of level 1d10).

These attributes only exist in the plane of Olympus. While an Olympus native is in another plane, its abilities are reduced to those in the monster books.

As noted above, the first layer of Olympus is the home of two huge realms that contain the pantheons of the Greeks (from *Legends and Lore*) and the elves (from *L&L* and *UA*). Each of these oversized realms contains the domains of the Powers of each pantheon. Many of these domains are larger than the realms of gods in other planes.

The Greek pantheon tends to be a short-tempered, lusty, partying lot; more chaotic than any other pantheon save perhaps the Norse. Yet they have gathered together into a common front on at least two occasions: once to defeat the great titans and cast the majority of them into Tarterus, and the second time to fashion Mount Olympus as a continuous conduit that reaches from the plane of Olympus through the Astral and into Hades, touching all of the Prime planes where the Greek gods are known. It is not certain that the Olympian gods forged this mountain; others claim that the Olympians are little more than inheritors and usurpers of a conduit that existed since before the titans ruled Olympus. Whatever the case, the gods of the Greek pantheon have remained together in the same location, at the head of the mountain, for mutual benefit and defense. This does not mean that the various Powers do not seek to advance themselves over others or create mishaps for each other's followers, only that they operate out of the same general area.

The greatest of the domains is that of Zeus, the leader of the pantheon, who maintains a great citadel of polished marble and gold at the highest spot of the Olympian Realm. There he rules alongside Hera, his wife. Other Olympian powers dwell according to their own needs and fancies. Aphrodite lives in a nearby palace of mirror-like quartz and gems, while Apollo's domain radiates internal sunlight. The lair of Ares is a massive battlement near the portal to the Mount Olympus passage, mirroring that of Athena, who dwells in a palace on the far side of that portal. Ares's palace is said to be made of bone, Athena's of iron. Dionysus's palace is overrun with vines, each hanging heavy with grapes. Hermes lives in a den of gambling. Poseidon makes his abode in a great sea that borders the realms of these gods. The lesser powers, such as Artemis, Demeter, Nike, Tyche, and the titan Prometheus, make their smaller realms among these huge domains, any one of these domains being larger than a human nation.

The elvish pantheon is similar in outlook, but less organized and regimented, having no chief foe to overthrow or continual conduit to maintain. They are more good and chaotic than their Greek neighbors. The two pantheons get along well enough because they compete for neither land nor followers. The elvish powers lack the mighty fortresses of their human counterparts,



inhabiting small shrines, circles of natural stones, and small but ornate homes in the midst of their domains.

The elven gods are led by Corellon Larethian, who rules the Seldarine (as these powers call their pantheon) and is the only Greater Power among them, the remainder being lesser gods. They include Erevan Ilesere, whose portfolio is mischief and change, Solonor Thelandira, whose domain is thick with forests and rapidly-flowing streams, and Labelas Enoreth, the god of longevity and the opponent of Erevan. Hanali Celanil, the goddess of elvish beauty, has a crystal palace in the center of which is an enchanted fountain that gives birth to the Charisma-enhancing pool known as Evergold. Hanali shares this boon with Aphrodite, who pilgrimages once per Prime planar year to renew her own beauty (to the Greeks, the pool is named Canathas). The sea that laps at the borders of the great elvish realms is the realm of Deep Sashelas, venerated by the sea elves (it is through his realm that the barrier to the second layer can be reached). Finally, Rillifane Rallathil is both his own realm and his body at once—the Leaflord is depicted as a great tree. He has the power, like a sentient form of Yggdrasil, to penetrate with his roots to the Prime Material plane. These roots function through conduits, not as separate entities into the plane itself. Aedrie Faenya makes no true home in Olympus, but wanders among the layers of Olympus and Gladshheim in the company of a multitude of great birds (10d10, modified in abilities as noted for creatures of this plane).

In the shadow of these mighty Olympian (or Arvandorian) pantheons, a lesser goddess of the Egyptian mythos makes her home in a great palace of dun-colored stone in the center of a desert as far removed from the green lands of the elves as these domains are from Olympus. Whether Nephthys is the cause of this lone desert, whose blowing sands are reminiscent of those of

the third layer, or if she is the restraining force is unknown.

The elven and Olympian pantheons (and Nephthys, to a lesser degree) are served by the Chosen, spirits of those beings thought worthy of entry into Olympus. These are similar in appearance and abilities to the einheriar of the Norse in Gladshheim, save that their weaponry tends toward spears and broad swords, and they are equally balanced between males and females.

Gladshheim

The plane of Gladshheim, like that of Olympus, is a chaotic plane that is home to a powerful, organized pantheon of beings—the Norse gods, who gave the plane and its layers their commonly used names. These Norse gods are bound together in much the same way as the Olympians, both by a permanent portal (the Yggdrasil—see the Astral plane) and the highly dangerous nature of the plane itself. Reality and matter begin to break down at this end of the great wheel, so that realms often pitch and shift against each other. By gathering together into a pantheon, these Powers gain some control over their gathered domains.

Each layer of Gladshheim consists of a number of shifting rivers of earth that form vast arches through the empty space between them. These rivers, millions of miles in width, are in turn made of huge chunks of inhabitable earth and other matter that move and shift against each other like blocks of ice in a frozen river. They grind together then separate again, sometimes leaving huge chasms, thousands of miles deep, to the rivers below. These earthbergs share the same gravity (same down direction) and their upper surfaces are usually inhabitable. Their lower sides emit a radiant fire that illuminates the lands below. These rivers flow ponderously, so that chasms open gradually and mountains slowly grind ever higher as the earthbergs push together. When bergs are grinding against each other, earthquakes and landslides are constantly endangering the inhabitants.

Given the continual radiance from earthen rivers higher up, the realms of the layers of Gladshheim are bathed in a reddish glow. Powers can modify the shifting of light and dark to create reasonable days in their realms. If the Powers can control weather, they can cause seasons similar to those of the Prime Material plane. The huge realm of Asgard has such modifications to its light and weather, simulating the effects of northern Midgard (that is to say gloomy with strong, harsh winters).

The three layers of Gladshheim are (using the Norse names) Asgard, Muspelheim, and Nidavellir.

Asgard: The largest known realm in the first layer gives the layer its name. Asgard is a conglomeration of many smaller realms and domains of the various gods near the permanent multiplanar portal that is Yggdrasil (the World Ash). Each of the domains of these gods is the size of empires on the Prime plane, so the entire realm spans thousands of miles. The related realms of Vanaheim, Alfheim, and Jotenheim are adjacent, and usually in contact with the realm of Asgard.

Muspelheim: Originally thought to have ties to the plane of elemental Fire, this layer of Gladshheim is instead dominated by earthbergs that are reversed in nature (flaming side up, earth side down). The fire giants led by Surtur make this plane their home in those regions that share barriers with Asgard and its related realms.

Nidavellir: The earth rivers in this layer of Gladshheim are densely packed, so that Nidavellir seems to be a domain of lumi-

nescent caves and underground passages. The terrain shifts here as well, so caverns and their realms open and close. Realms that are reachable on one trip might only be found by moving physically through the earth on a later trip.

Entry to Gladshheim is accomplished in the standard fashion, with two important additions. Portals from the planes of Olympus, Limbo, and Concordant Opposition are found in the topmost layer of Asgard as wells. Those leaving the plane pass down through a well; those arriving from the planes rise from the well and enter Asgard. The destinations of most wells are not indicated. Those that are marked (usually by incised runes) have only an 80% chance of delivering the traveler to the indicated plane; the other 20% of the time they deliver the traveler to either of the other two planes in a random location. Most of the Norse deities have erected no protections against viewing portals, though those viewers who linger too long in the presence of Loki or Odin run the risk of being yanked into the plane by the irritated god.

Gladshheim is also the topmost point of Yggdrasil, the World Ash. The roots of this mighty tree lie in the second layer of Hades, and its branches touch every alternate Prime Material plane where the Norse pantheon has been or is being worshiped. It is conceivable for a traveler to physically move from the Prime Material through the Astral and either to Niflheim or Asgard, though this journey should take at least 100 days and has never been successfully attempted. The World Ash is the home of many giant stags who browse upon its leaves, and it also contains numerous nests of giant eagles. A giant squirrel named Ratatosk scales the tree continually, conveying threats to the eagle and others from the dragons of Niflheim (see Hades, page 106).

The apertures that the Yggdrasil causes in the Prime planes are fixed and limited to those places where the Norse gods are known. For this reason, the gods of the vikings have a second method of quick planar access, the trembling span of the rainbow bridge, which is called Bifrost. Odin or Heimdal can direct the bridge to connect to any Prime Material plane, where it appears as a rainbow leading up to a cloud. In that cloud is the earthly end of a conduit leading to the entrance of Asgard, between the plains of Ida and Vigrid. The bridge is but 10 yards wide (it can be made wider if Odin or Heimdal wishes). While upon this bridge, all magical abilities of beings and items are lost (except for those of Powers and artifacts). While the bridge can be sent to various places in the alternate material planes, its Gladshheim end is always between the realms of Ida and Vigrid, under the watchful eyes of Himinbjorg and Heimdal.

Spells, magical items, and abilities are limited in the plane of Gladshheim as for any outer plane. A further limitation applies while in the Norse realms or under the eyes of a Norse Power. It is the general belief in this pantheon that bravery can be proven through the amount of pain that may be born, so that beneficial necromantic spells are generally frowned on, as only a coward would accept such help. Such spells do not function in Asgard or Vanaheim (those Powers in Jotenheim and Alfheim tend to be more practical on this matter).

Features of Gladshheim

Of all the upper planes, the plane of Gladshheim is avoided by a good number of the creatures who usually make these places their home. Only the hollyphant and the planetar are seen frequently in these realms. The plane of Gladshheim does have a

number of remarkable beasts and monsters, usually (though not always) of Scandinavian or Germanic origin (bears, wild boars, giants, stags, etc.). These creatures have the same modifications to their abilities as those of Olympus.

- Subtract 2 from the listed Armor Class.
- Creatures and monsters that strike with claws gain a +2 bonus to hit opponents.
- Hit dice are doubled for purposes of determining hit points and effects of combat.
- One in 20 human-like creatures (such as medusae or harpies) have some magical ability (as a magic-user of level 1d10).

It is impossible to discuss the plane of Gladshheim without going into detail on the Norse pantheon. Indeed, this group of powers has effectively seized control of the uppermost layer by forming the most effective organization and largest realm around an established astral-breaching feature, while at the same time creating a mechanism (the Bifrost) by which they can access new planes and gain new followers.

This is not to say that the Norse pantheon is lawful in the same sense as the pantheon of the halflings in the Green Fields. Norse gods are as petty, selfish, and self-interested as possible for creatures so powerful. They are definitely ruled by the motto of "might makes right" in the same manner that the Abyss is ruled. In this case, might is tempered with godly beneficence and compromise. While Odin is the most powerful of the Norse powers, he is also aware that if he should fall, Thor or Tyr or Loki or any other god could step into his shoes. The Norse pantheon is a wild lot. These gods are not faithful servants acting at Odin's beck and call, despite the claims of Odin's clerics.

The layer of Asgard contains the great realm of the same name, as well as the adjacent realms of Alfheim, Jotenheim, and Vanaheim.

Alfheim is also referred to as fairyland, the home of those more chaotic elfen spirits who worship Frey (the ruler of this realm). These chaotic elves have the same stats as the einherjar (see Appendix III). Alfheim is a realm separate from Asgard. There is a chasm between the two realms that is widening by a few inches per year. This chasm is several miles deep, but it is still sealed at its base (there is not yet a hole to the realms below). Many of the portals to Olympus, in particular those to Arvandor, are located in Alfheim, and Aerdrie Faenya is a common visitor here.

The realm of Vanaheim is the home of the vanir and is similar to Asgard in terrain, temperament, and inhabitants. The mixing of vanir and aesir (Asgardian) blood and the close link between their domains almost allows the two to be considered a single realm. Like Asgard, Vanaheim is made up of a number of domains which, if they were separate, could be considered realms in themselves. Chief among these are Folkvang, where Freya makes her home in the shining hall of Sessrumnir, and Noatun, a shipyard on the sea on the side away from Asgard.

The realm of Jotenheim borders both Asgard and Vanaheim. It is a pile of mountains at the border between two bergs that have been grinding together. It is officially separated from Asgard/Vanaheim by the river Icing, which never freezes (either because of an ancient enchantment or underground heat). Jotenheim's capitol is Utgard, and it is ruled by Utgard-Loki, a powerful giant king with clerical and illusionist powers. This frigid realm is also the home of Thyrn, king of the frost giants, and it is sometimes the abode of Loki himself. Surtur, whose home is on the second



layer, Muspelheim, maintains a few outposts of his followers in Jotenheim, as the primary barriers between first and second layer are in this realm. The well of Mimir is also found somewhere in Jotenheim.

The giants of Gladshiem have the same abilities and powers as their Prime planar brethren, but they are smarter than Prime giants. One in every four giants has illusionist powers of up to 14th level, while one in 10 is a magic-user (up to 20th level) and one in 20 is a cleric (of up to 20th level). (Utgard-Loki is both a cleric and an illusionist of 14th level.) In addition, these creatures often carry giant-sized magical items. Equip any party of giants with magical items as if they were a party of adventurers of the given levels. Illusions created by these giants can affect the gods themselves, though they can never bring about the death of a Greater Power in his home plane.

The realm of Asgard is the largest realm of its layer and is made up of many smaller domains:

- The highest peak of Asgard has been levelled off, for use as the feast-hall (though not home) of Odin, also called Gladshiem or Mount Joy. It is this Gladshiem that gives the plane its name. This is the feast-hall of the aesir and vanir, the place where fealty to Odin is sworn and great feasts held.

- The Odinhom (Valaskialf), where the Father of the Norse Powers sits upon his all-seeing throne of Hildskialf, is located several leagues from the Odinhall of Gladshiem.

- Thor makes his abode in Thrudheim, in the oak and iron-shod palace called Bilskirnir, where even the thralls who serve the palace are joyous in their work. Thor's wife, Sif, dwells here with him.

- Frigga, wife of Odin, makes her home in the palace Fensalir in the domain of Vingolf, which is adjacent to that of her hus-

band's hall.

- Balder's domain and palace are both known as Bredidablik. This domain is said to be one of the most beautiful of the realms that make up Asgard.

- Himinbjorg is the citadel of Heimdall, watcher of the Bifrost, and is located where that bridge ends upon the plains of Ida and Vigrid. Himinbjorg is a strong redoubt clad in plates of mirrored steel, manned by both einheriar and, in times of need, valkyrie.

- Uller keeps a damp realm in Ydalir, best known for its groves of yew trees. From these trees he makes bows of the finest godly quality.

- Vidi, also called Landvidi, is a region of tall grass and young saplings. Here Vidar, a son of Odin, keeps his house and stables.

- The steel and silver palace of Glitnir lends its name to Forseti's domain. It is here that the god of justice rules in cases where Odin cannot or will not. Forseti is a lawful Norse deity, yet his presence is recognized by the remainder of the pantheon as a necessity for their survival as a group.

- Loki maintains several small houses in the realm of Asgard, as well as bolt-holes both in Jotenheim and in Pandemonium for refuge when he has angered his fellow Powers beyond measure.

- Idun maintains a simple house in her orchards where she tends her apples. Her husband, Bragi, makes his abode in far Elysium. Neither has yet consented to move to the other's realm permanently (though they often visit each other).

- The lesser Norse powers tend to wander or to maintain smaller estates on the domains of others. Aegir can be encountered in Vanaheim, Asgard, and Jotenheim, for he is a lesser relative of the giants. Magni and Modi, the sons of Thor, reside in Thrudheim when not adventuring on their own. Tyr, while no lesser god, makes his abode in Valhalla.

Of great importance amongst the domains of the realm Asgard is Valhalla, home of the einheriar and the valkyries. The hall of Valhalla is vast, its roof thatched with shields and its pillars great collections of spears, but the land for leagues around is dominated by smaller halls where various einheriar make their homes. The einheriar of Asgard are primarily males (see Appendix III for more information on einheriar).

Einheriar of Gladsheim are not affected by *fear* or other emotion-affecting spells, nor are they subject to normal illusion or phantasm magic (see the note on giants, page 96). The einheriar are the spirits of chaotic warriors. They cannot die fully in this plane: if killed here, they return to life in Valhalla on the next day-break.

While the Norse pantheon is generally accepted as the dominant group of gods in this plane, they are by no means the only Powers here. Unlike the Olympians, the æsir and vanir do not have to share their layer with another group of powerful beings, but there are other inhabitants of this plane that occasionally vex the Norse powers.

On the far side of the great ocean that borders Vanir is the realm of Bast, the cat-goddess of the Egyptians, who makes her dwelling in a huge vine-covered acropolis on the edge of wasting desert. Bast and those spirits that serve her are fond of parties, festivals, and masques; there is always some celebration going on within her halls. Bast's realm has served as a hiding place for various Norse powers from time to time, including Loki and Bragi. She claims dominion over all catkind, but this claim is contested by the Cat Lord of the Beastlands.

Lakshmi of the Indian mythos is the goddess of fortune and beauty. It is to her good fortune that her domain is far from that of the Norse pantheon so that the rowdy powers that dwell within Asgard cannot disturb the thoughts of this wife of Vishnu. Her domain is said to be a great step-temple that is overgrown with lotus flowers that are always in bloom.

Three demi-gods, two of the Japanese mythos and one of the Indian, make their abodes on bits of flying rock that they steer between the great rivers of earth where most of the more powerful gods make their domains. They sometimes wander over and into the realms of other powers. The Indian demi-god is Kartikeya, whose palace is a temple on an island in a lake of white (drinkable) milk that is itself surrounded by an island floating through Gladshelm. The Japanese demi-gods are Hachiman (whose portfolio is war) and Oh-Kuni-Nushi, who is both patron of heroes and the master of land and earth.

Limbo

Limbo is the plane of chaos supreme, at the antipode of organized Nirvana. It is a twisting, quicksilver place, prone to manipulation and subjugation by the powers that make it their home. Unlike the elemental planes, Limbo is a mish-mash of the primal forces of air, fire, earth, and water.

The terrain of Limbo is a hodgepodge of bits and pieces of boulders, trees, and entire landscapes being swept up in a torrent of water and other murky liquids, buffeted by strong winds and encapsulated in pockets of air. Areas are alternately heated by free-standing balls of fire and chilled by the remains of huge glaciers. All solid objects exert the pull of gravity on anything in contact with them. This pull is no stronger than that of most Prime Material planes, so it is possible to walk up to a wall and then walk

up the wall itself. Thrown objects and missile weapons are unaffected—they fly until they strike a solid object, but items that have no momentum just hang in space until they come in contact with a solid object.

The traveler entering Limbo without thought as to the consequences may find himself baked, frozen, drowning, or trapped within sliding earth and muck. Unless the traveler chooses his entry point very carefully, use the following table for random entry into the plane.

Random Entry Table

D100

Roll Effect

- | | |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-20 | Arrives in a safe pocket with breathable air; no harm done. |
| 21-40 | Arrives in liquid portion of the plane; drowns as per normal rules unless <i>water breathing</i> is in force; 10% chance that liquid is particularly harmful (magma, acid, etc.). |
| 41-60 | Arrives in a safe pocket in the process of partial collapse; traveler suffers effects equivalent to an <i>earthquake</i> spell. |
| 61-80 | Arrives inside solid area; danger of suffocation and compression as for the plane of elemental Earth. |
| 81-89 | Arrives in or beside massive heat source; 1d10 d6s of fire damage per round (saving throw halves damage). |
| 90-98 | Arrives inside massive cold source; 1d6 d6s of cold damage per round, plus danger of suffocation as for the plane of para-elemental ice. |
| 99-00 | Arrives in the presence of a sentient being that has created a safe area, traveler must deal with the encountered being; might be a githzerai, slaadi, or Greater Power. |

The forces of Limbo react to sentience, so an individual of sufficient knowledge can cause the chaotic elements within his range to settle into established (and survivable) forms. The general range of these safe pockets are determined by the individual's Intelligence, as follows:

Intelligence Radius of Safe Zone

0	None
1-4	10 feet per point of Intelligence
5-10	10 yards per point of Intelligence
11-18	100 yards per point of Intelligence
19+	1 mile per point of Intelligence

Each additional personage of no less than one Intelligence category lower can increase the radius by one increment. That is to say, an individual with an 18 Intelligence can impose order on an area of 1,800 feet, plus 100 feet for each companion aiding in the attempt whose Intelligence is at least 5. This function does not allow the creation of new matter, nor the rearrangement of matter into particular shapes; it only causes the matter of chaos to coalesce into a more understandable and usable form. Portals, treasure troves, and buildings in Limbo cannot be built by this ability, though they may be discovered in the chaos-mist as the traveler moves through the realms.

All beings except Powers must concentrate to maintain their safe zones. Though they can perform most other actions, they

OUTER PLANES (Limbo)

cannot cast spells while concentrating on holding the borders of chaos back. If the being so involved loses control of his will, or is placed in an emotional state not conducive to concentration (usually as a result of enchantment or charm spells such as *charm person* or *fear*), the borders fail and chaos swallows those within (use the Random Entry table for effects). Greater and Lesser Powers can maintain realms of relative peace that survive even if the Power who creates them leaves the plane or is distracted. Beings who can more ably control Limbo's chaos, whether of Power-level or not, are known as *anarchs*.

There are reported to be five layers of Limbo, but all of them have the same general consistency of swirling matter and disarray. Thus even though barriers exist that separate the planar layers, they are less important than those that separate layers in other planes. Ancient writings on the subject identify the first layer as Gith and Slaad, the second as Susanowo, third as Agni, and the fourth as the layer of Indra. These are named after the supposed chief inhabitants of each layer (the fifth layer is referred to as the layer of the Lost Gods). However, later travelers have reported finding many of the inhabitants and Powers (Agni, Indra, etc.) on layers other than those ascribed to them. Either these Powers can move their realms through the planar layers, or the distinctions between layers break down in this plane of ultimate chaos.

Portals from the planes of Gladshiem, Concordant Opposition, and Pandemonium are generally found on the first layer (Gith and Slaad), but are found in a variety of forms: pools, wells, doors, bottomless openings in the chaotic matter, archways, etc. They do not seem to move with the rest of the chaos, often serving as calm centers of storms of circling matter. These portals randomly send travelers to Gladshiem, Concordant Opposition, or Pande-

monium (33% chance for each).

Magic in Limbo functions under the general restrictions for the outer planes, with additional complications due to the chaos of the plane. Matter that is created outside a safe area is only semi-permanent, regardless of the stated duration of the spell. This newly created matter lasts for 1d10 hours before breaking up. For example:

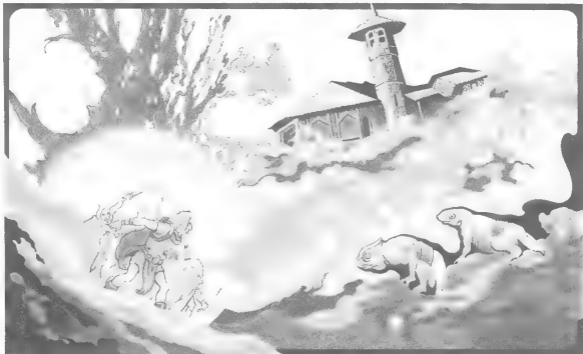
- A *fireball* cast into the primeval chaos continues to burn for 1d10 hours, inflicting the normal amount of damage each round to those within (saving throws apply). A caster in a safe area can cast a number of these into the area beyond his radius and they will remain, providing heat and light to those within.

- A *wall of stone* that is permanent in the Prime Material plane lasts for but 1d10 hours in the chaos before being worn away.

Normal durations apply to items created within the safe areas of the plane (those under the mental control of sentients), but if a safe area moves away, the created matter has a lifetime of 1d10 hours.

Features of Limbo

The creatures of Limbo that are best known to Prime Material beings are the slaadi and githzerai. The slaadi are apparently natives, evolved or uplifted from the primal soup of chaos to their present status as intelligent messengers of chaos. The Powers who reside in the plane often make use of slaadi as messengers, warriors, and servants (but the slaadi's chaotic tendencies often cause missions to go astray). The slaadi are immune to the chaotic effects of their own plane, though they can be affected by fire and cold in the Prime Material. They are also affected by spells



cast in Limbo (a slaad can lounge in a pocket of flame that hangs in the chaos of Limbo or pass through a pocket of melted earth or magma, but it would be harmed by a *fireball* spell). Slaadi hierarchy is as chaotic as the plane and usually extends only as far as the more powerful slaadi can reach. Slaadi and slaad lords are found on all layers of the plane. They seem to prefer the native chaos to those areas under the control of the Powers or githzerai.

Slaadi are ruled by (or rather bullied, pushed, and cajoled by) the slaad lords, of which two have been described in the *FIEND FOLIO*® tome: Sseendam and Ygori. They are considered Lesser Powers on their home plane and maintain realms that are stable even in the absence of the lords. Sseendam's citadel is a golden castle that rises from the edges of chaos itself, while Ygori's abode is a series of interlaced carved spheres that whirl through the five layers. Ygori is said to inhabit the innermost sphere.

The githzerai are later arrivals to the plane of Limbo. Though outnumbered by the chaotic Slaad, the two races exist in relative peace. The githzerai are relatives of the githyanki of the Ethereal: these races have engaged in genocidal warfare with each other for their entire history. The githzerai use their high intelligence to set up watch posts and citadels in the void, but they move and fight in chaos without ill effect, similar to the Slaadi.

Descriptions of githzerai outposts and war parties can be found in the *FIEND FOLIO*® tome. Githzerai wield silver swords in the same manner as githyanki. Their initial move in battling travelers who have arrived via *astral projection* is to surround the targets and sever the silver cords, marooning the intruders in Limbo. The githzerai, former slaves themselves, are not above capturing beings for use as slaves in their cities.

Githzerai cities are large constructs made of chaos matter. Most cities number some 100-800 githzerai of various levels. The greatest metropolis is the Floating City, or Citadel of Gith, that has been sighted in all five layers of Limbo. Gith has a population of well over 10,000 of the race, not counting servants and slaves. It is ruled by Zaerith Menyara-Ag-Gith (the Great Githzerai), an immortal wizard-king who is a 16th-level fighter and a 23d-level mage. He is treated as a demi-god if encountered in Limbo.

Githzerai often *astrally project* into the Astral plane to combat the hated githyanki. They always use the *mind bar* ability to protect their astral forms from the normal variety of githyanki silver swords. For travel to the various alternate Prime Material planes, the githzerai use *probability travel* and bring their physical forms along.

Spirits that reach the plane of Limbo are swept into the matter of the plane, instead of manifesting themselves as manes, lanterns, or einheriar. On occasion these collected spirits become powerful enough to become a *chaos elemental*. This is not an elemental in the normal sense, as it is a native of an outer plane, and thus it is not treated as a standard elemental nor can it be controlled by the normal spells for such creatures. Chaos elementals have 8d6 hit dice and appear as abominable piles of man-like matter with tentacles, horns, or trunks. They inflict 1 point of damage per hit die and attack once per round. They are *invisible* in their native chaos, but can move through (and are easily identifiable) in those pockets under the control of other sentient life.

The realm of Indra, supreme power of the Indian pantheon, is a great spherical vault filled to the halfway point by a sea of enchanted milk. Indra's abode is in the center of the vault, floating on what is either an island-sized tortoise or a tortoise-shaped island. His palace is served by a hundred hundredfold of the chaotic faithful, similar in stats and description to the einheriar of Val-

halla. The name of this realm is Swarga, and it moves from layer to layer in Limbo as Indra desires.

The realm of Agni is also a sphere, but it is filled with the purest of flames, fed by the infinite matter of Limbo itself. Those entering this sphere, unless specifically protected by the Indian god of fire and lightning, are immolated immediately. This realm is also always on the move, for no other reason than to prevent it from consuming all the matter about it and choking on its own smoke. It moves from layer to layer, guided by Agni's wishes. Agni sees to it that other domains or sentient areas are not in its path.

The realm of Susanawo of Japan is similar to that of Indra: a spherical vault half-filled with salt water. The god churns and storms within that area at will. Susanawo maintains all manner of sea creatures in his huge (1,000-mile-wide) realm.

The demi-god Huan-Ti's realm appears in the chaos as a mass of smoke, at the center of which a great palace made of bamboo is aflame. It appears like this realm was caught in Agni's path, but in truth these flames do not consume, and their fires are ever burning. All flammable materials brought into Huan-Ti's realm exhibit the same behavior, but they are unharmed. If water is poured on the flames, however, the resultant steam inflicts 3d6 points of damage for every gallon used. Huan-Ti is a war-god, though a lesser one, and his servants are einheriar, slaadi, and githzerai.

All the homes of the powers of Limbo float through the various layers at will, further indicating that the barriers between layers are not as strong as on the other outer planes.

Pandemonium

Pandemonium is an underground realm, a great mass of matter pierced by innumerable tunnels carved by the howling winds of the plane. It is the plane of chaos tinged by evil, in many ways the opposite of Gladheim. Whereas the realm of the Norse powers consists of great spaces of air spanned by huge earthen rivers, the lands of Pandemonium are huge dark caverns filled with continual wind. Gravity is always away from the center of the cave, so the traveler can walk on the walls, floors, and ceiling of a cavern with equal ease. Rivers flow along the cave floor or straight down the middle of the cavern through the air.

Three words describe the four layers of Pandemonium: windy, noisy, and dark. The plane of Pandemonium has no constant sources of light. Normal fires are quickly extinguished by the wind. A light that lasts for any length of time is seen for miles in the open tunnels, attracting those creatures that can normally see in the dark. Infravision functions, but the spirits of the underworld radiate no heat, so they cannot be detected in this fashion.

The name Pandemonium is used as a by-word for thunderous noise, as every word, scream, or shout is caught by the strong wind and flung through all the layers of the plane. Conversation can only be accomplished by shouting, and that is ineffective beyond 10 feet. Spells that rely on sound reaching a target (*holy word*, the *power words*, and *shout* for example) do not function beyond 10 feet. Those whose ears are unprotected are rendered temporarily deaf after exposure for one round, and permanently deaf after exposure for one turn. Ear plugs or similar devices negate this effect, but the noise is still mind-shattering.

Finally, the huge caverns (hundreds of miles across and high) are filled with continual wind, which at its lowest point tugs at the clothing as a strong breeze and at its highest (10% chance per 10

OUTER PLANES (Pandemonium)

turns) can lift up to 100 lbs in the air and carry it for 1d6 miles (damage on landing is 4d6, subject to modifications for the terrain in the landing area). Native creatures are immune to this effect.

The layers of Pandemonium are four in number. There is a gradual change in conditions from layer to layer:

Pandesmos is the topmost and most habitable layer of Pandemonium. It is here that the Styx winds, fed by innumerable streams that trickle through the rocky wastes. The caverns are largest here, spanning thousands of miles in width, and the wind and noise are as described above. Most of the natives and Powers known to exist in this plane live in these tunnels. What great cities and citadels exist in this plane are found on Pandesmos.

Cocytus, the layer of lamentation, has smaller tunnels and the wind that whistles through them has the sounds of cries and sorrows. The noise is shriller in the layer of Cocytus, so that those who are exposed to it for a single turn must save vs. spell or be *insane* for 10d10 turns. Unlike the dry natural tunnels of Pandesmos, the tunnels of Cocytus appear carved, and there are marks of tools and chisels throughout its length. Who or what created these tunnels is not known even by the gods.

Phlegethon is the layer of darkness. Its very walls are a dull ebon black that swallows the light and reflects nothing. All forms of light, regardless of source, have their radii of illumination halved here. Abilities such as *infravision* fail as well in the layer. Phlegethon is a wet place, with numerous rivers and streams and all forms of sedimentary formations (stalagmites, stalactites, and curtains, for example) spring from the black rock.

Agathion is the deepest of the known layers of Pandemonium. It is without tunnels. Instead, the plane is solid rock dotted by

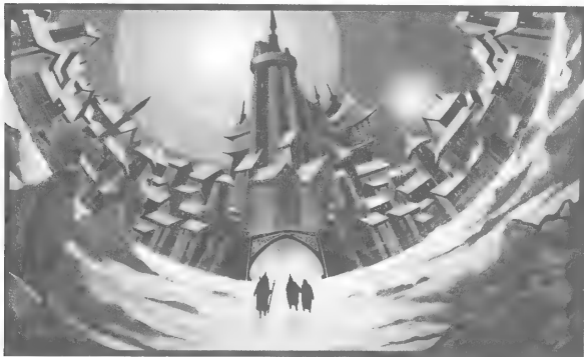
great spherical bubbles. In those bubbles that have barriers to the next layer, the wind swirls in circles, forming massive windstorms capable of flinging creatures of up to 400 pounds in weight around for 1d6 points of damage per round. Those that do not have barriers are worse, however, for they are filled with stale air or vacuum (50% chance of each) and are often the final resting places of monsters that the Powers themselves do not wish awakened.

The barriers between the layers are unmarked but usually identifiable by the wind, which can pass between the layers with ease. A dead-end passage with a strong wind indicates a barrier somewhere within that passage. The wind can carry flying (or unfastened) items between the planes.

The portals on the uppermost layer of Pandemonium lead to Limbo, the topmost layer of the Abyss, and Concordant Opposition. These portals are always flat squares in the sides of the caverns. Yellow squares usually lead to Limbo, red to the Abyss, and black to Concordant Opposition. There is a 20% chance, however, that a traveler passing through a portal will end up on one of the other two planes instead (50% chance for each).

Features of Pandemonium

Pandemonium has no known native life; the beings that live here are usually immigrants, exiles, or marooned creatures from other planes. Most of the various non-name demons make their homes here, and the occasional demon lord-in-exile has a hiding place in the realms. Quasits and shadow demons are found in abundance, but again, they are not natives to the plane.



Of the Powers of Pandemonium, one is a temporary visitor as well. Loki of the Norse pantheon uses part of the upper layer for his Hidden Realm, where he works on his magery and plots far from the prying eyes of his fellow gods. Loki's Hidden Realm can be spotted for miles, for it is a glittering palace of white crystal that pierces the darkness of the plane and illuminates a thousand miles about itself. Loki is served in his palace by evil einherjar. He refers to his realm as the anti-podes of Valhalla. The traveler drawn by the light should be warned that within Pandemonium more of Loki's true evil nature comes forth, unrestrained by the presence of the rest of his pantheon. In the heart of Loki's realm is a portal that skips over Limbo entirely and reaches to somewhere in Jotenheim in the plane of Gladheim.

Tuonela, the realm of Tuonetar and Tuoni, gods of the Finnish underworld, is ringed by the river Manala, which flows into the Styx. The waters of the Manala are crimson with black swells of woe. Those who drink or touch it are drained of desire, so that they can neither fight, eat, nor see purpose in life. Those so afflicted waste away and perish (a successful saving throw negates this, as does a *remove curse*). Tuonela is a grim realm of those living and dead who have drunk of the Manala's water, ruled from a great black house where Tuonetar and Tuoni live, occasionally hosting their many daughters, who include Kiputyto of Tarterus and Loviatar of Gehenna.

Anshar, the Babylonian god of dark and night, was once the supreme power of the Babylonian (and some add the Sumerian) mythos, yet gave his power to Anu (and Enlil) and passed into retirement. Anshar's estate in Pandemonium is a great city between walls that run the entire circumference of its cave. It is topped by a great citadel whose tip reaches the center of the cavern itself. Anshar is served by spirits of the most ancient type, dressed in archaic clothing and speaking tongues now dead and buried, but similar in description to Anu's warriors from Nirvana.

There is a lesser god of Pandemonium, Hruggak of the Bugbears, who makes his abode in a great fortress where one tunnel of wind spills into another, larger tunnel of wind. Hruggak's realm is decorated with the grisly trophies of those who have intruded. He is served by the spirits of those bugbears that were sufficiently merciless enough to qualify as his servants. Hruggak's bugbear servants are the equivalents of bugbear chiefs from the *Monster Manual* save that, being spirits, they are immune to enchantment and charm magic.

The Abyss

The 666 layers of the Abyss are an estimate, but the Abyss definitely has the most layers and therefore potentially the most inhabitants of any of the outer planes. No sage or scholar claims to have visited or catalogued each of the layers. Each Power seems to claim at least one layer of the Abyss as its own, making further definition difficult. The thought of an infinite number of infinitely large planes boggles most minds, so the estimate of 666 layers is generally used.

The Abyss combines all that is evil with all that is chaotic to produce an ugly, violent plane where the strong survive only on the backs of the weak. It is the birthing place of the demonic races, and is called Demonholme by the natives of Gladheim and Jurgarten (misshapen lands) by those of Arvandor.

The only layer of the Abyss that is well known is the first layer that is called Pazunia (for Pazuzu, who is most often found here),

the Plains of Infinite Portals, or the Palace of 1,001 Closets. The layer is the topmost of the uncountable Abyssal layers. It is a barren, dusty place without life or greenery, baking beneath a hell-red sun. The dusty plains are broken by three features: huge holes in the earth, great iron portals, and the river Styx.

The holes of this first layer are conduits to the various layers of the Abyss. These function like conduits in the Astral plane in that those who descend are immediately taken to the layer the conduit leads to. The iron fortresses usually house the material bodies of higher level demons and demon lords when they are traveling astrally. The iron fortresses are usually guarded by the demon's servants who fight to the death (permanent in this plane) to protect their lord's body. Demons sometimes war against each other while one is away on the Prime Material plane, seeking to slay their enemy's physical form and either kill the Power or maroon it on a Prime plane. Sieges are common in the first layer of the Abyss. Demon lords expend much energy fortifying their strongholds against attacks. They return as soon as possible if given word that their true body is in danger.

The river Styx flows in a winding course across the top layer of the Abyss. Some channels of it pour into holes, while other portals feed the river of forgetfulness with waterfalls that run in reverse. Travelers are advised to use the boatman Charon or his servants when journeying on this river.

A character thrust into a random layer of the Abyss (either through curse, item, or choosing the wrong conduit) can find himself in any of a number of terrains. These terrains stretch on forever and are inhabited by all manner of foul creatures. For a general description of some of the Abyssal layers, use the following table:

D100 Roll	Type of Layer
1-10	Desert Layer—miles of dust (black, white, red) spreading without end. No water, and standard chances (as per WSG) for dehydration unless rations are available.
11-20	Glacier Layer—masses of ice (black, white, orange) with few peaks sticking out. Effects as if trapped in plane of para-elemental ice.
21-30	Spatial Layer—no gravity, no native matter. Air exists, but nothing else.
31-40	Maelstrom—Limbo-like layer filled with matter churning and bubbling. Same difficulties as Limbo, but a safe zone cannot be generated by any being of power less than that of a lesser god.
41-50	Rocky Layer—typical of most lower plane territories, lava regions with volcanoes.
51-60	Underground Layer—this layer is pure, solid rock, burrowed and carved by whatever inhabitants have the misfortune to be living here. Conduits into this realm always lead to areas of at least temporary safety.
61-70	Water Layer—an ocean with normal gravity and a surface (which may be miles above the point of entry).
71-80	Normal Terrain—the layer has the variety of a Prime Material plane.
81-90	Layer of Delusion—appears to be like Prime plane, but the layer itself is a sentient being seeking to destroy the invaders. Poison flowers, attacking trees, and friends-turned-assassins are

OUTER PLANES (Abyss)

- common. DM deviousness encouraged.
- 91-95 Realm or palace of a powerful Abyssal creature, usually a demon prince but often a god-like Power. Visitors are not appreciated, so the traveler who finds himself in the court of Demogorgon had best have a good story or a quick way out.
- 96-00 Layer of evil incarnate. Mortals of good alignment must successfully save vs. spell or be slain. Neutral mortals (and those good-aligned individuals who make the saving throw) are flung into another layer randomly. Mortals of evil nature are transformed into bodaks (no saving throw).

The interplanar portals on the topmost layer of the Abyss also look like large holes, creating havoc for the traveler seeking to pass through the Abyss to other destinations. Most travelers avoid this method. The iron fortresses are usually immune to the effects of astral viewing portals, so that astral travelers cannot enter the iron fortress from the Astral plane.

No known barriers exist in the first layer of the Abyss. Those that are known in other layers are jealously guarded by the inhabitants of those layers. Barriers can be located in any terrain in the Abyss and can lead to any terrain on the other side.

Features of the Abyss

The most numerous of the creatures of the Abyss are the demon races, a fell group of foul monstrosities seemingly limitless in number. Their prolificacy would cause concern in other planes were it not for the fact the demons always turn on each other. The stronger always seek to dominate the weaker, and the weaker always conspire to overthrow the stronger. Alliances mean little in the Abyss, for the demonic allies of one moment become the enemies of the next.

A full listing of the general frequency of the various demon races is given on page 35 of the *Monster Manual II*. Several additions should be made to this list:

Bodaks (Uncommon)
Shadow Demons (Rare)
Hordlings (Rare)

Rulers of the various layers often maintain vast standing forces in their home layers.

The demons lords are the most powerful of their race. Each demon prince controls one or more layers of the Abyss, but they are continually at each other's throats with plans and counterplans to expand their domains. The only unifying force is their hatred of good and organized peoples. The exact layers inhabited by the demon princes are unrevealed. This is left for the traveler to discover.

The rumored dwellings of the demon princes are as follows:

- The dwelling of Orcus is a great palace made of bones, rising out of ground bone meal. His guards and servants are undead. From his empty halls Orcus rules many layers and is said to have conquered a number of Prime Material planes.
- The realm of Demogorgon spans several layers, yet each is a jungle filled with dinosaurs, wild apes, and bird-like monsters in addition to the standard complement of demonic life.
- Yeenoghu's great mansion is the size of a city. It rolls across the barren salt-waste of his layers, pulled by slaves and con-

trolled by gnolls.

- Juiblex has a layer made of living fungus and rot. Here all matter is decaying and all manner of slimes and molds live off each other's putrid forms.

- Loth controls a number of adjacent planes but is reached through a great web built in the midst of a primal maelstrom.

- Baphomet lives at the center of an infinite maze that spans his layer and the layers adjacent to him. The maze is said to change as it passes between the layers. It is rumored to be populated by all manner of minotaurs, some of whom have breath weapons and magical abilities.

- Fraz-Urb'Luu has only recently returned to his home realms. He is still in the process of removing those lesser creatures who usurped his domains during his absence. At its height, Fraz-Urb'Luu's realms rivalled the beauty of those of the Twin Paradises or Arvandor, but this is only a cruel deception, for beneath the illusion is decay and rotting flesh.

- Graz'zt makes his domain in a great palace that fills an entire layer and dominates the nearby layers of lesser demon lords. Here Graz'zt marshals his army against the forces of Orcus and Demogorgon.

- Kostchtchie's domain is only part of a single layer, but the hatred of this demon prince spans the layers of the Abyss. His plane is a glacial plane, filled with all evil creatures of cold.

- Pazuzu has no abode, but is ceded the air above the surface of every layer of the Abyss. The demons depend on Pazuzu (and to Charon in those layers where the Styx runs) for ready transportation, making him that rarest of beings, a well-liked (or at least tolerated) demon.

- Zuggtmoy has several realms scattered among a number of layers of the Abyss. In general, they appear as normal environments overrun by fungus and lit by a purplish light. All manner of fungoid creatures inhabit the realms of Zuggtmoy.

Demon lords and princes are considered Lesser Powers in their home planes. If slain in the Abyss, they are dead (though another creature will evolve into a being similar to the deceased demon to fill the gap).

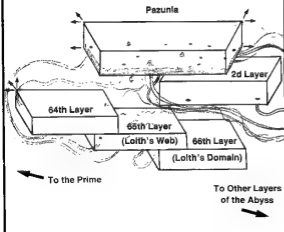
Creatures used as servants and lackeys in the Abyss have additional powers and abilities compared to their Prime Material counterparts. In general, such creatures encountered have these benefits:

- Subtract 1 from the listed Armor Class
- +2 bonus to hit if of less than low Intelligence
- 10% chance of spell ability if of low Intelligence or higher (as evil cleric of level 1d10)

Few Greater Powers make the Abyss their home, as they would have to continually deal with the upstart demon life that fills the plane. Some powers are merely souped-up demons or powerful monsters from the Prime Material, such as Vaprak of the trolls and Laogzed of the troglodytes, who are less powerful than most of the demon princes in adjacent realms (and they each rule only a part of their native layer). The evil gnome-god Urdlen makes his home in a layer of solid rock crisscrossed with the infinite tunnels that he has carved in his hatred.

The Chinese Powers Tou Mu and Lu Yueh make their home in a realm called Feng-Tu. Feng-Tu appears as a mighty citadel that rises up a forked branch of the Styx called How Nai-ho. This branch can be reached by Charon and the charonademons. The citadel of Feng-Tu is entered via Kuei-Men-Kuan, the gate of

The Abyss and Its Conduits



the demons, which is large enough to permit elephantine behemoths to pass through easily. The god of epidemics and the goddess of the northstar hold sway over a household of manes and demons.

The lesser god Kali controls her entire layer, a realm of jagged peaks and blood-red tropical vegetation. The black earth mother maintains a number of abodes in this realm, decaying temples overgrown with scarlet vines and crimson flowers. Her servants are demons and chaotic evil rakshasas.

Tartarus

The sixfold layers of Tartarus are a fell region inhabited by monsters and great evil beasts. It is the home of many evil powers in exile, such as the greater titans, who were driven out of Olympus, and creatures planning their revenge against others.

The worlds of Tartarus are laid out like strings of huge crimson pearls, each pearl the size of a Prime Material world. The surfaces of these world-sized pearls vary according to the layer, yet all give off a dull reddish glow from their soil, similar to the phosphorescence of fire beetles. This bathes all the layers of Tartarus in a hellish light, but they are no hotter than a summer's afternoon on the Prime Material. The space between these worlds is filled with air, so that travelers can fly from world to world in relative safety. Unlike the globes of the Prime Material plane, the worlds of Tartarus do not spin. They receive their heat from the ground and light from both the ground and the adjacent orbs. There is no day or night in Tartarus, save at the wishes of the Powers of particular realms. Seasons and weather sweep this primeval plane in a random fashion, so that heavy storms can follow clear sky. The

scarce plant life bursts into full flower after a storm and then withers in hours.

The size of the orbs of Tartarus and their distance from one another along varies from layer to layer, as does the terrain.

Othrys is the topmost layer of the plane. It is the home of the greater titans, who are far superior to those that roam the Prime Material plane. The great orbs here are only about 100 miles from each other—a distance that can easily be crossed. This layer is named for its chief inhabitants, who live where two mountains from adjacent worlds touch (see *Features of Tartarus*, page 104). The upper layer is marshy for the most part; most worlds have soft ground that often breaks into bogs and areas of glowing quicksand. The Styx and innumerable other rivers flow through this layer on all the worlds. They provide an easy method of travel from world to world without passing through the gulf between the orbs. What solid ground there is (outside of mountains such as Othrys itself) is soft, like peat, and broken by deep chasms.

Cathrys is the second layer of Tartarus. Its worlds are smaller than those of Othrys, so that there is a 500-mile gap between adjacent orbs. Cathrys is a layer filled with worlds of overblown jungles and scarlet grasslands. The plant life of Cathrys is harmful, however, and secretes a powerful acid that eats through metal in 1d10 rounds and delivers 1d6 points of damage to those in contact (natives are, of course, immune).

Minethys, the third layer of Tartarus, has orbs smaller than those of Cathrys, so that there is 5,000 miles between orbs. Hard winds blow through the airy gulfs that separate the worlds of Minethys. Minethys is desert-like, as the windstorms that begin in the airy gulf sweep huge clouds of foul-smelling, poisonous, stinging dust across the land (effectively a permanent *cloudkill* spell). Every 10 days, a massive tornado sweeps the landscape, carrying any in its path to an adjacent orb or an orb on another string entirely.

Colothys is the fourth and most mountainous layer of Tartarus. Its orbs are a half-million miles apart (about twice the distance between the Earth and its moon). The orb-like realms here are more oddly-shaped and spiked, as the mountains thrust hundreds of miles from base to topmost spur. The region is broken by all manner of deep hell-chasms; canyon walls are home to legions of demons and daemons.

Porphyathys is the fifth layer of Tartarus. It is the wettest and second coldest layer (Agathys is the coldest). The orbs are millions of miles apart in this layer. In the gulf between the worlds move great black clouds laden with a demonic snow. This snow is acidic in nature—those with exposed skin caught in a snowstorm suffer 1d4 points of damage per round. The acidic nature of the black snow rots cloth in 10 rounds, but it has no effect on stone or metal. The orbs are continually subjected to the black snow, which sticks only on the topmost peaks and melts elsewhere. Thus the surfaces of the orbs are covered in 1d6 feet of water. Fallen water and snow on the ground retain their acidic properties, though natives of Tartarus are immune to their effects.

Agathys is the deepest of the known layers of Tartarus and the coldest. Other orbs are totally lost to view here; the realm the individual occupies floats alone in a pitch-black sky. The orbs are covered with dark ice streaked with red. The atmosphere is similar to that on the peaks of mountains on the Prime Material plane (deadly cold and hard to breathe).

The barriers between the layers of Tartarus are always located

OUTER PLANES (Tarterus)

at the lowest points of a particular orb: at the bottoms of chasms or canyons, or in tunnels beneath the surface. The barriers on one orb always lead to the same orb in the other layer, so the various layers of this plane can be pictured as consisting of nested spheres, one within the next. The barriers between the fifth and sixth layer are underwater. If there are any layers beyond the sixth, their barriers are trapped beneath miles of ice.

The portals of the upper layer, Othrys, are obelisks, easily identified and usually guarded by demons or watch beasts. The destination of the portal is determined by the physical dimensions of the obelisk. Those that are taller than they are wide lead to Hades. Those that are wider than they are tall lead to the Abyss. Those whose heights equal their widths lead to Concordant Opposition. Transfer from plane to plane is made by touching the obelisk. No one can say whether these obelisks were created as is to control the portals and force them into non-random fashion, or if they slowly developed into their present shapes. In addition to the portals, the river Styx flows through the topmost layer of this plane.

Features of Tarterus

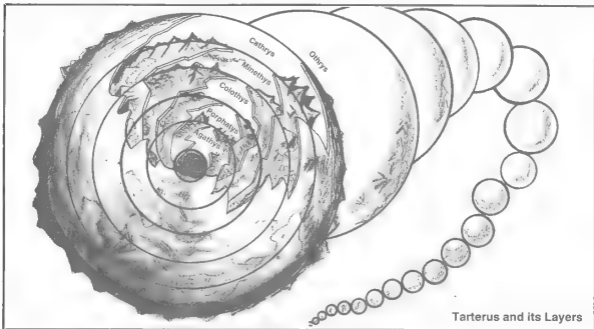
Tarterus is the land between Hades and the Abyss. It is thus the contested ground between the main races of these two planes, the demons and daemons. The demons have numbers on their side, while daemons have some measure of organization and planning. The war between these two forces of evil is little more than a continual insurgency against whichever race becomes top dog on a particular orb. Neither the great demon princes nor the daemon lords have seen fit to interfere. Indeed, often a powerful arcanadaemon or cambion has both daemons

and demons in their households (provided it can control them).

Rising above the continual struggles of demons and daemons are the demodands (*MMII*), a powerful race of winged creatures that mix the worst features of both demon and daemon. They are the most common of the Tarterian monsters. In lieu of any other suitable ruler, a shator (shaggy) demodand will likely rule part of an orb. Kelubar and farastu act as servants to the ruling shator. They enslave any living being they can to serve the shator. All demodands are winged, which enables them to span the gulfs between the orbs without difficulty. They have a sense of direction in their plane similar to that of the elementals in their planes. All but the most powerful demons and daemons make way for these evil creatures in Tarterus.

Also found in Tarterus are achaierai, nightmares, holdings, shadow demons, and mephits. The vargouille are a common nuisance. Rumor has it that they were created by a powerful master to plague his foes in other planes, but they turned on their master and consumed him. All creatures who make the layers of Tarterus their home are immune to the effects of the plane and all its layers, including the acid snow and the cold of the lower layers. Similar creatures from other planes are subject to these effects (a demon lord from the Abyss would be affected by the cold, unless protected by other means).

Most of the names of layers of Tarterus are from the titanish tongue (the evil titans make their home in a special location on the first layer). In Othrys, the orbs of Tarterus are close. On two particular orbs, a set of huge peaks, 50 miles high each, erupt from the marshy plains and link together. Where these mountains meet the titans have their citadel, Mount Othrys, which is also the name of the two orbs and the layer of the plane itself. They are ruled by Kronos, once the master of Olympus, Hades,



and Tartarus, before the coming of the Greek pantheon and the downfall of the titanish race. In his court are Coeus, Crbus, and Oceanus, though these titans also maintain realms on orbs in the third, fourth, and fifth layers, respectively. The orbs of these titans can normally be reached only from the twin orbs that Kronos controls.

The upper layer of Tartarus was once linked (via Mount Olympus) to the third layer of Hades, the first layer of Olympus, and the various alternate Prime Material planes where the Greek and titan pantheons were worshiped. Mount Olympus met the upper layer of Tartarus at Mount Othrys, and it was to here that the titans retreated upon their defeat. The Powers of Olympus used their combined might to shatter the part of Mount Olympus that reached this plane, trapping the titans in Tartarus.

Kronos and his followers have waited long to strike back at either Olympus or Hades, their efforts hampered by several factors. The titans outside of Tartarus have become like the Olympians in demeanor. As chaotic good creatures, only the spirits of the worst titans descend to Kronos's domain. Any attack through the adjacent planes and layers would raise the ire of their inhabitants. While Kronos might be able to face off against the god Hades, he stands little chance against the combined forces of Hades, Hel, Anthraxus, and likely the mobilized daemons of Hades and einheriar of Olympus. For this reason, the titans of Tartarus wait and plan for the day they may strike, seizing upon any travelers who possess abilities, knowledge, or items that might aid them in retaking Olympus.

Far from the orbs occupied by the hateful titans, perhaps farther along that string of orbs or on another string entirely, the adjacent orbs of the Finnish Powers Surma and Kiputyto exist. Both are gloomy, marshy places, dark despite the ever-present red glow of the plane, and cold from the first layer of the orbs to the farthest. Surma's realm is filled with open graves, and undead walk freely in his domain. Kiputyto's realm carries disease on its winds, so that those who approach do so at the risk of death by gout, ulcers, or the plague. Neither receive many visitors.

Grolantor, god of the hill giants, is an uncaring power. He makes his home in the fourth layer of Tartarus, among the infinite peaks and mighty chasms. Only rarely does he venture forth to check on his worshipers. The orbs in the layers above his realm are kept by shator demodands, a weak-willed, toadying lot that cede to him their vassalage, more from fear of the evil spirits of giants that make up the armies of Grolantor than out of any love of the hill giant god.

Hades

Hades, the plane of evil balanced between Law and Chaos, is one of the most accessible of the lower planes. Not only is it the midpoint of the Styx, which links the lower planes in a river of evil, but it is also the foundation of Mount Olympus, which reaches the Greek pantheon in Olympus, and the base of the Yggdrasil, the World Ash that reaches Gladsheim. Both Mount Olympus and the Yggdrasil reach lower layers of the plane. The terrain and inhabitants are equally dangerous on all three layers.

The layers of Hades are called the *glooms* of Hades. This is an adequate description of the nature of evil at its worst. These are realms without joy or emotion, without hope or peace, and without good will or intentions. It is a grey land with a grey sky in all its

layers. Any colors but muted blacks and whites stand out here. There is neither sun, moon, stars, nor passing of the seasons. It is merely a state of waiting, with no end to the waiting in sight.

The evil of Hades is such that those who remain within its bounds for any length of time may experience the defeatism and sadness that infects the plane. Colors slowly fade as time passes, so that the most vibrant blues and reds are muted after a week and reduced to shades of grey by the end of two weeks. Travelers who remain longer than two weeks must roll successful saving throws vs. spell or be permanently trapped in Hades, their existence fading over the next month until they become larvae (they can be rescued by another traveler who pulls them out of Hades, or by a *wish* or related spell).

The three Glooms of Hades derive their names from their chief inhabitants: Oinos, Nifheim, and Pluton (also referred to as Hades).

Oinos is the layer that contains many of the daemons and other creatures of the middle lower planes, as well as many of the Powers. It takes its name from Anthraxus's title as lord of the middle planes, the Oinodaemon. Oinos is a sickly land, what plants that do exist are stunted and withered. Both foliage and rocky terrain are muted greys, stretching without relief to the horizon. Oinos is the land of disease. Those who walk on its surface, or sail along the Styx as it passes through this layer, have a 10% chance of contracting a major disease.

Nifheim is the second layer of Hades, the layer reached by the Yggdrasil in its course from Gladsheim. The vegetation is richer and the land cooler than Oinos, and it lacks the touch of sickness in the air. While the terrain is rougher and cloaked with pines, the atmosphere is dreary and vision beyond 100 feet is blocked by the mists and fogs that swirl through the plane. Nifheim is the abode of many creatures and powers, but is known primarily for Hel of the Norse Powers, who is acknowledged as the ruler of the layer.

Pluton is also referred to as Hades, but is spoken of here by its Roman name to avoid confusion with the plane itself and the ruler of this layer, the Greek god of the underworld. The base of Olympus reaches Hades here in the grove of Persephone, at the gates of Hades' domain. It has the oppressive grey nature of the plane as well, though its vegetation consists of black willows and dry, dying poplars.

In addition to the ingress provided by the Styx in the first layer, Yggdrasil in the second, and Mount Olympus in the third, the layers of the planes can be reached by the standard manner of portals (to the top layer) and barriers (to the second and third layers). The portals of Hades appear as great spinning coins of copper (Gehenna), silver (Concordant Opposition), or gold (Tartarus). The color and brightness of these portals make them visible for miles. Often creatures such as arcanadaemons build their red iron fortresses around portals to control the traffic into and out of their domains.

The barriers between the layers are also tightly controlled. The main barrier between Oinos and Nifheim leads to the roots of the Yggdrasil, in full view of Hel's feast hall, and the major passable barrier between Nifheim and Pluton leads to the grove of Persephone and the gates of Hades itself (with its guardian, Cerberus). Other barriers may exist that permit easy movement between the layers, but they have not been revealed. Both Hades and Hel seek to keep their infinite realms as quiet and controlled as possible.

The use of viewing pools from the Astral to spy upon the upper

OUTER PLANES (Hades)

most layer and thereby step into the plane works normally (this may be the chief reason that Hades and Hel have located their realms on lower layers). The upper layer is left to a variety of Powers, one of which is the Oinodaemon.

Features of Hades

The daemons, led by Anthraxus, rule Hades, at least in theory. Both the bird-like diakk and misshapen hordlings outnumber the daemons. In the deeper layers the Powers who rule those realms severely limit the actions of all these lesser creatures. The domains of the more powerful daemons often contain diakks and hordlings. An occasional demodand also has such servants. The demodands and daemons of Hades continually engage in a sniping war of small skirmishes and assassinations, usually avoiding the large-scale violence that might attract the attention of Greater Powers.

Anthraxus's realm in Hades is a mighty fortress (the Khin-Oin) of grey stone battlements, laced with crenellations and studded with towers and minor citadels. It towers 20 miles in height, and its dungeons burrow a similar distance below ground. The Khin-Oin, or Wasting Tower, is continually wracked with internal power struggles from other diseased great daemons who seek to displace or weaken Anthraxus. There are continual battles in the halls between the daemonic forces of one faction against another. Only the threat of an outside Power or invader is sufficient to cause the daemon masters to unite into a restless common front. When they do, they are unbeatable, for no other group has ever stormed or besieged Khin-Oin successfully.

Also found on the layers of Hades are achaiarai, nightmares, mephits, and night hags. The hags live reclusive lives and interfere with the local political situation only when necessary. The night hags are chiefly interested in Hades' larvae, the human-headed worm-spirits that are found throughout the layers. The larvae are a medium of exchange in the lower planes, and the night hags seek to gather as many of them as possible.

Many of the Powers of Hades were once beings of Law and justice who were assigned the task of guarding against the evil dead in the land of Hades. The millennial exposure to this plane has turned these Powers to the grey evil as well, so they are both jailers and prisoners of Hades. Only those of greater godly status can wander the Astral or visit other planes.

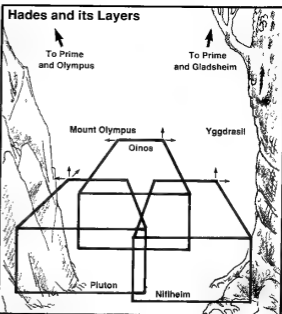
Hades of the third layer, Pluton, is the most powerful of the Powers of this plane, yet even he has been affected by the grey sorrow of Hades. His realm has gates and great walls surrounding the grove of Persephone, where Mount Olympus has its base and passes into the Astral. The grove is filled with black willows and a single white laurel tree. The gates of Hades's realm are massive structures of beaten bronze, dented by those powerful heroes who over the ages have sought to assault the lord of the underworld's fortress. At these gates is the kennel of the three-headed dog Cerberus, whose task is both to keep the unwanted out of Hades and to keep the inhabitants of Hades within. Cerberus may be slain, but he can be returned to life by the wish of Hades. Many evil Olympian beasts and creatures dwell in Hades's domain. These have ability modifications similar to those of Olympian creatures.

Hel, ruler of Niflheim, was also assigned the task of guarding the dead, only to eventually fail to the same grey despair that overwhelms those in this realm. The Yggdrasil (and the main barrier region from Oinos) decamps at the base of a low hill. At the

base of the Yggdrasil is Nidhogg, a huge, very ancient red dragon with 10 points per hit die, and that dragon's innumerable brood. Nidhogg's task is to gnaw the roots of the World Ash and eventually cut the link from Niflheim to Asgard, but the ash sets down new roots even as Nidhogg consumes them. Nidhogg can be (and has been) slain, but within a year one of her brood grows to her size and power, takes the mantle of Nidhogg, and resumes the task.

Hel's domain is similar to that of Valhalla in appearance, save for the omnipresent grey and the lack of valkyries. She is served in this dominion by her own einherjar, who are evil in nature and grey in both armor and complexion. Within the wild borders of Niflheim, all manner of fell creatures similar to those found in Gladshelm roam and prey on the unwary.

The Babylonian god Nergal is also a keeper of the dead for his pantheon. He makes his realm on the first layer, ruling a wide but finite swath of the layer from Nergaltos, his circular city of seven domes. His city is laid out in rings, with each ring having an arching dome enclosing the domed rings within it. Viewing portals cannot pass through the gates of Nergaltos without Nergal's permission. Each dome is pierced by a single gate. At each gate the traveler must roll a successful saving throw vs. spell or suffer the effects of being trapped in Hades (see page 105). Each dome applies a cumulative -2 penalty to the save, so that by the time that the seventh dome is reached, the penalty is -14, so potent that Powers such as Ishtar have been trapped in his domain. The city of Nergaltos is populated by soldiers similar to the warriors of Anu in description and powers, save that they are evil in nature. In the centermost of the domes within domes, Nergal keeps the forgotten Powers whom Marduk and others of his pantheon have defeated and brought to him.



Ratri, an Indian demi-goddess, has no permanent abode, but flits from layer to layer living off what she can steal from the Greater Powers. Hers is the province of night, thieves, and robbers. She uses her abilities to remain as an unwelcome guest in the courts of Hades and Hel, and to dominate the daemons and demodands she encounters.

Abbathor lives makes his domain in a cavern complex deep within the first layer. It is said that at its deeper point it has a planar layer barrier leading into Nifheim. If this is true, it is one more treasure that the god of evil and greedy dwarves keeps hidden from others. Abbathor's realm is called the Glitterhell, for it is lined with gold that sparkles even in the grey domains of Hades. It is that lust and greed that keeps Abbathor continually on the move and unaffected by the detrimental nature of the plane that overwhelms the other powers. The true location of the Glitterhell is unknown, and Abbathor maintains several false locations of his realm to throw off the greedy men and dwarves who are always conspiring to steal his gold.

Silent Yurtus of the orcs is the orcish god of death. Whether he was assigned the position like Nergal, Hades, or Hel, or took the mantle of death and disease on his own, is unknown, for the orcish Power has no mouth and does not divulge his secrets. Yurtus's realm on the layer of Oinos is dreary and depressing even by Hades's standards. All plants die before reaching its borders. Only Yurtus and his equally silent orc spirits live within; even the daemons tread carefully through this terrain.

Gehenna

The fourfold furnaces of Gehenna are smoky, burning realms.

The ground provides light, similar to the orbs of Tarterus, and heat as well. Many realms will burn nonnative creatures and cause unprotected flammable items to burst into flame.

The layers of Gehenna are mountains without bases or peaks, and everything is built onto or carved into the sides of these mountains. The gravity is at a 45-degree angle to the level of the ground, so if a traveler loses his footing, he could tumble for miles down the slope before he can stop himself (see WSG, page 36 for tumbling down a moderate slope). If the tumbling traveler strikes a solid object (like the wall of a fortress) while rolling down the slopes of Gehenna, damage is suffered as if hitting a level surface in a normal fall (from a height equal to the distance tumbled). Gehenna's terrain varies from slippery to slightly slippery throughout its layers.

Gehenna's heat comes from the ground itself. Vents, fumaroles, and mud pots are common features. Lava flows often ooze down the flanks of the mountains. Eruptions and earthquakes frequently rip the land asunder. Those unprotected from heat suffer 1d6 points of damage per turn, though devices and spells that negate the effects of the plane of elemental Fire work to prevent damage from Gehenna's heat.

Gehenna has four layers, each having similar mountainous terrain.

Khalas, the topmost layer (nearest to the Astral), is the most temperate of the layers of Gehenna. A number of creatures and minor Powers make their homes here, including those devils from the Nine Hells that are currently out of favor or in hiding. The light for this plane is provided by the arching lava and fires of the ground. The sky is reddish colored near the horizon, but this slowly fades to black toward the zenith. The atmosphere continues forever, but no traveler has ever found anything within the



OUTER PLANES (Gehenna)

sky.

Khalas is also a region of waterfalls that flow down its slopes, swathed in steam that rises as the water evaporates from the heat of the ground. The largest cascades are those of the Styx, which follows a rough-hewn course down the mountainside, falling thousands of feet, twisting through rapids, then passing into the underground passages that lace Gehenna's interior.

Chamada is the second layer. Its terrain is more violent than that of Khalas. Lava flows in cascades thousands of miles wide down the sides of the mountain. The mountainside is full of erupting volcanoes wide enough to swallow whole cities. The sky is brighter near the horizon, but the air within 10 miles of the surface is filled with an acrid cloud that inflicts *blindness* on those with unprotected eyes. This cloud also acts as a *permanent stinking cloud* (those who cannot escape this region can literally spend the rest of their lives choking and coughing). The regions beneath the surface of Chamada are free of this stinging, horrible cloud, but the smell of burning hair and flesh permeates even these depths.

Mungoth is the third layer, a layer of ash and burning snow. It is a cold layer of Gehenna. While there is continual volcanic activity, its furnaces are fewer and farther apart. Ice and snow are common on the edges of the volcanic reaches. The greatest danger to travelers in this region is avalanches of wet snow mixed with burning rock. The sky of this layer is darker, as there is less volcanic activity to provide light. The underground regions are as comfortable as this layer ever gets.

Krangath is the final layer; its name means "the dead furnaces." Whatever fires existed here are long gone. The sky and surface are completely dark. There are no sources of heat or light even in the cavern complexes beneath the surface of this layer.

There are several ways to reach the topmost layer of Gehenna. The Styx flows through Khalas in its long journey among the lower planes. Khalas can also be reached from the Astral (through color pools and viewing points) and from the adjacent planes of the Nine Hells, Hades, and Concordant Opposition. Interplanar portals are always found deep beneath the surface of Gehenna. They appear to be black chasms in the floor. There is no formal method of identification, but intelligent creatures usually mark the walls to inform travelers of the portal's destination.

Similarly, the barriers between the layers are always found beneath the furnaces of the plane, usually (though not always) in dead end corridors. The arrangement of the barriers has led some sages to consider Gehenna to be a four-sided pyramid (each layer being one side of the pyramid), but this is only a supposition. There is a 5% chance that any barrier leading to a deeper layer opens into a volcanic region (if into the second or third layer), or a sealed cavern without other escape (if in the fourth layer). Travelers should consider the eventuality of such occurrences when wandering through Gehenna.

Features of Gehenna

Gehenna is overrun with creatures from adjacent lower planes: nightmares, imps, manes, daemons, mephits, lesser devils, and acherai. These beings sneak into the nooks and crannies and caverns of this plane as a place to hide from more powerful beings elsewhere. Likewise, the arch-devils and daemon masters found on this plane are always less-powerful types who are usually in disfavor with the ruler of an adjacent plane. Resources and manpower are low in Gehenna, so extraplanar rulers often

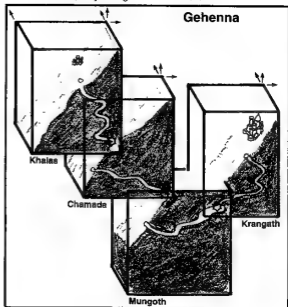
allow it to be a plane of exile.

The only true natives of Gehenna are bargheests. These creatures swarm through great rifts in the uppermost layer, but they are also found in the other layers (though in lesser numbers). They live solitary lives, but seek to enslave weaker beings to forge small empires and to launch attacks against rival bargheests. It is chiefly because of these continual battles (and the fact that bargheests dread the idea of the next generation taking over their petty baronies) that young bargheests are raised on the Prime Material plane.

Few Powers reside in Gehenna; those with a tendency toward organization are quickly recruited into the hierarchies of the Nine Hells, while those who dislike Law tend to gravitate toward the grayer, more evil lands of Hades. Chih-Chiang Fyu-Ya, a Chinese Demi-Power, inhabits a large region of the first layer. His palace is a great citadel shaped like a teardrop, so that lava from above passes to either side. At the highest point of the citadel is the demi-god's throne. He sits here and watches and waits to be called to deal out judgment. A great temple bell, carved from the skull of a giant, hangs behind his throne. When Chih-Chiang Fyu-Ya is called, the tolling of the bell sounds throughout the slopes of Gehenna.

Loviatar, the mistress of pain in the Finnish pantheon, makes her home in the third layer of Gehenna. Her palace is a fortress made of ice, protected by the mighty spells of her parents, Tuonatar and Tuoni (see Pandemonium) from the occasional hot spots in this realm. She is served by faithful creatures that she rewards with cruelty and abuse. Not a nice place to visit.

Shargaas of the orcs (UA) inhabits the depths beneath the fourth layer of Gehenna. His followers call this layer the Night Land and Shargaas is the Night Lord. All the deep caverns beneath Mungoth are controlled by this Power. Only Shargaas and his spirit servants (taken from the most evil of his people) can see within his domain. If there are planar barriers and deeper layers to Gehenna, only Shargaas knows of them.



The Nine Hells

The outer plane that best captures the imagination of travelers, the greed of treasure-seekers, and the battle-fury of paladins is the Nine Hells, a plane of evil organized to further its own malefic ends. It is dominated by creatures (the devils) set into a rigid caste system, but it is home to large numbers of other evil creatures.

Each of the nine layers of the Hells is infinite, extending forever in all directions. The barriers between layers are always found at the lowest point of the upper level and at a very high point above the surface of the next layer down. If there is a mountain or other high structure at the barrier region in the lower plane, then the traveler can climb down (but beware, for such convenient areas are very rare and always guarded). Otherwise, the exit for the barrier is about a half-mile above the surface of the next layer down. Unless the traveler can fly, he will probably suffer 20d6 of damage from the fall as well as attracting the attention of creatures below in a most spectacular fashion.

The Nine Hells are the most typically infernal of the lower planes—the unknown often ascribe the Hells' environments to the other lower planes as well. The physical laws and properties of matter are constant within each layer, but these change as the traveler passes from layer to layer.

Avernus is the topmost layer of the Nine Hells, often referred to in devilish circles as "the front parlor." Its sky is a dark red and starless. It is a rocky wasteland; the few plants are stunted and twisted. The atmosphere of Avernus is filled with flammable vapor gathered into innumerable glowing spheres that radiate a dim light. There is a 1 in 6 chance per turn that a glowing region bursts into a *fireball* (as the spell) for 2-7 d6s of damage. (This is reduced to a 1 in 12 chance per turn if the traveler refrains from using open flame—torches, candles, etc.) Many of the devils within this layer are out of favor deeper in the Hells, but not in so much trouble that they must flee to Gehenna or Hades. Some of the great rocky crags of this layer are actually secret shelters for greater devils who are *astrally projecting*. The watchdog of the Hells' front parlor is Tiamat.

Dis, the second layer of the Hells, is dominated by the city of the same name. This massive edifice rises from the low hills and stagnant rivers (black and poisonous) to several miles in height and hundreds of miles across. Several barriers from Avernus lead to the upper citadels of this fell city, though none lead into the stone and lead inner sanctum of Dis himself, who rules this realm. Beyond the walls of the iron City, the land is flat and barren, rising some thousands of miles away into low, rolling hills. All the lands are capped by a heavily overcast sky of dull greens lit by flickers of lightning.

Minauros is the layer of the avaricious, and ruled by Mammon, who has despoiled massive regions of his realm to build the sinking city of Minauros, his capital. The ground of the third layer is marshy and wet, and continual rain, hail, and sleet pass over the land. The only solid ground is the hard volcanic ridges that undulate across the landscape like great serpents frozen into the ground. The city Minauros is built of black stone not found in the plane and is continually settling into the swamps. Mammon and his servants are constantly occupied with gathering more material to support the city. A barrier to Dis exists only 30 feet above the roofs of Mammon's palace. It is guarded very carefully. The land surrounding this decaying city is wet and filled with rot and decay-

ing bodies; movement rates over this ground are halved. The plane is the most disease ridden of the lower planes—there is a 13% chance per visit that an extraplanar traveler contracts a disease while in this realm.

Phlegethos is the most infernal (in the classic sense) of the Nine Hells. It is a nightmare region of volcanoes and rivers of fire. These rivers are not magma or lava, but liquefied fire. Those who enter a fire river suffer the effects of entering the plane of elemental Fire. It is a violent land that is often disrupted by tremors and eruptions. Its ruler is Belial, who rules from the city of Abrymoch in a hollowed-out extinct volcano.

Stygia is the fifth of the Nine Hells and the only one of the lower hells are connected to the Styx, which runs through Avernus and from there connects to the other lower planes. Stygia is a great frozen sea through which the Styx cuts a clear channel. The river loses its memory-robbing powers in this layer because of dilution. Atop the thick ice, small plants and mosses have taken root. Eons of decay of these plants has produced a cold swamp that exists on top of an ice pack (up to three miles in thickness) that floats on an ocean of limitless depth. Floating islands provide the solid ground in this layer. Among the peaks of these isles lightning dances from the jet-black sky and balls of cold fire (inflicting 2d6 points of damage) dance about the barrier regions to the upper Hells. One such island holds the great city Tantalus, which is ruled by Geryon.

Malbolge, the sixth Hell, is set upon a huge rockfall, as if the great building blocks of the outer planes were suddenly knocked into a great pile. Most of the plane is made of city-sized angular black stones that cover the entire realm. These force travelers into continual climbs and descents while moving across its surface and create huge passages and twisting, angular realms beneath the surface where dark powers can confer. The sky is alight with clouds of blood-red steam, and the odor of burning permeates the air as stinking vapors rise from the regions below. (Malbolge may rest upon an infinite sea of lava. The layer of black stones, hundreds of miles in thickness; prevents those on the surface from being totally immolated.) Malbolge is dotted with copper-shod fortresses, the homes of Moloch, who rules this plane as the viceroy of Baalzebul.

Maladomini, the seventh layer, is the home of Baalzebul, Lord of Flies and Lies. This layer is similar to Malbolge in its sky and stinking vapors. Maladomini, however, has a solid surface, though it is twisted and deformed by the continual building and rebuilding of the domains in the layer. Great quarries scar the countryside, stone-walled aqueducts and canals carry lava across the lifeless plains, and malebranche fortresses and the ruins of cities dot the landscape. The only inhabited city of the realm is Malagard, a palace that stretches for a thousand miles and contains a million rooms. Beneath this edifice lies a dungeon complex so vast that the devils themselves are unaware of its full dimensions.

Caina outdoes Stygia in its heartless cold nature, for it is a layer of ice. Travelers entering this area suffer the effects of -60 degree weather (see the WSG) for as long as they remain in the realm. Caina is a region of huge glaciers moving past mountains of slower-moving ice. Snow and sleet are continual companions in this layer. The devilish ruler of this layer is Mephistopheles.

Nessus is the final level of the Nine Hells. It contains a series of vast rifts, each leading lower until the grand palace of Hell's

OUTER PLANES (Nine Hells)

Overlord, Asmodeus, is reached. This huge citadel dwarfs even the Khin-Oin of Hades, home of the Oinodaemon. It rests on the banks of a great lake of ice that shifts continually to catch those unwary enough to attempt a crossing. The river Lethe feeds this icy lake. Nessus is a land of extremes: the coldest regions, the hottest volcanoes, the steepest and smoothest cliffs. Waves of fire sweep the region as triple strength *walls of fire*, moving 26" per round and turning everything in their path to ash. Nessus is a recommended stop only in the most dire of needs.

The paths into and out of the Hells are many. The Styx runs through Avernus and into Stygia; Charon and his charonadaemons will ferry those foolish enough to travel within those lands. The river Lethe runs through Nessus and is said to link to certain Prime Material planes in the same fashion as the Yggdrasil and Mount Olympus. Whether it does or not is unknown. Touching or drinking the black waters of Lethe has the same effect as the Styx, but Charon and his servants never appear on its shores.

In Avernus there are portals to the topmost layers of Acheron, Gehenna, and to the outer rings of the plane of Concordant Opposition. These free-standing portals are identical—huge hoops of reddish light. Tiamat is well aware of the permanent portals near her realms. She has them guarded by encampments of abishai or laced with traps.

There are a large number of conduits leading from the Nine Hells to Prime Material planes. This enables the dukes and archdukes to vie for control over the forces of evil on a multitude of alternate planes. This continual squabbling among the forces of evil by chicanery and force of arms usually spells the doom of evil plans, for evil always turns upon itself. Recognition of this fact is rare among the devilish races. For that reason, there are a large

number of conduits leading to Prime Material planes, despite the fact that these conduits allow ingress to adventurers who seek to slay the devils who built the conduits!

There is one conduit rumored to exist in the heart of Asmodeus's mighty palace. It allegedly was here long before the current overlord or any overlord before him first set foot in the Hells. This conduit is said to destroy all evil that touches it, even the mightiest arch-devil or demon prince. Where it leads is unknown, but it is the foundation for stories that say the best method of escaping the Hells is to journey to the lowest layer.

Features of the Nine Hells

The most prominent inhabitants of the Nine Hells are devilkind, but they share their plane with many other evil creatures. An excellent summary of those creatures, and their frequency on the individual layers of the Hells, can be found in the entry under *devil* in *Monster Manual II*.

All creatures native to the Nine Hells are unaffected by the natural forces (ice, fire, poison, etc.) that exist on their native layer. For example, an ice devil from Caina is immune to all magical and natural cold, but only while in Caina. This advantage for natives in their home layer tends to prevent attacks by devils from other layers.

The arch-devils are a group of powerful devils (treat as lesser gods in their home plane) dedicated to the defeat of good and their own supremacy over all the known planes of existence. Such a unified force could pose a great problem, but each arch-devil is convinced that he (or she) alone is the most capable leader of the diabolic forces. There always comes a point for every devil when the desire to rule in Hell outweighs any advantage to



be gained from defeating the forces of good (devils will contest with Odin, for example, but no devil sees himself as taking over Odin's position in Gladshheim). All arch-devils see themselves as contenders for the position of the Overlord of Hell. While the battling in the Hells is much more subtle than the roaring wars in the halls of the Olindaesam, there are endless struggles in the pits nonetheless.

Briefly, then, here is a summary of the most powerful devils and their spheres of influence.

- Asmodeus is the current overlord of the dukes of Hell. He rules from a great palace located in the lowest rift of Nessus, the ninth circle of the plane. The disposition of his household and staff is not fully described, which is to Asmodeus's liking.

- Mephistopheles makes his domain in the iron citadel of Mephistar, overlooking the great glacier called Nargus. His chief duke and servant is Huttlin.

- Baalzebul, reportedly the second-most powerful of the arch-devils, makes his home in the seventh ring, Maladomini, in the great fortress Malagard. This fortress is a maze of towers and walls and dungeons, jammed with all manner of treasures as well as sons' worth of debris that has never been thrown out.

- Moloch, vassal to Baalzebul, rules the rockfall layer of Malboige for his lord. The Lord of the Files denies Moloch a permanent home, so Moloch moves from location to location in the layer.

- Geryon's castle, Tantlin, rises from the ice of the frozen land of Stygia. His chief assistant is Amon.

- Belial rules from a basalt palace in the cone of a dead volcano, one of the few permanently stable pieces of ground in his layer. This palace is called Abriymoch, the Mount of Leaping Flames. Its tunnels and deep delvings are far larger than appears possible from the outside.

- Mammon rules from the stinking and sinking city of Minauros, in the layer of the same name. He is served by Bael, his chief commander, and Glasys, his chief consort (who is also one of the more powerful distaff members of the Hells).

- Dispat's abode is in the heart of the city of Dis—a huge tower of stone rising from the Iron City itself. In its highest towers he gathers information from his enclaves and dictates his wishes to Titivius, his trusted messenger.

- Tiamat has a cavernous lair in Avernus, the uppermost layer. Her lair is filled with abishai and all manner of evil dragons and their spirits. These she sends to lay low those who challenge or displease her.

Politically, the arch-devils are split into three opposing groups. Asmodeus commands the unswerving loyalty of Geryon and Tiamat (layers: 1, 5, and 9). Baalzebul has Moloch as a stated vassal and has been recruiting Belial, whose rivalry with Geryon is unbounded (layers: 4, 6, and 7). Mephistopheles seeks to appear as a force of reason and restraint; he has Dispat and the ever-greedy Mammon on his side (layers: 2, 3, and 8).

While Asmodeus may seem to have the weakest faction of the three, his control over all the devils as overlord gives him the advantage. Both Baalzebul and Mephistopheles seek to dethrone Asmodeus, but they cannot depend on the other members of their faction, who will only defy Asmodeus when victory is certain. Arch-devils will quickly turn on the erstwhile allies if they can gain additional realms and responsibilities. Also, the faction that is not revolting will automatically side with Asmodeus, hoping to curry favor and gain spoils when the revolt is defeated.

Asmodeus skillfully plays one faction against the other, never letting his supporting dukes know where they stand in his eyes. This continual doubt, plus the fact that Asmodeus controls both ends of the Nine Hells (through Tiamat, who is underrated by her devilish compatriots as a dumb beast), makes Asmodeus supreme in his portions of the Nine Hells.

The organized realms of the devils are vast, but the layers of the Hells are infinite in size. They are home to other powers besides those of devilkind. The true relationship between lawful evil Powers and the devils is unknown, for neither side is volunteering any information. In those planes in which devils are unknown, the lawful evil Powers mention devils only as very useful servants. As Takhisis in the world of Krynn, Tiamat has never let her followers know that there are other arch-devils or that there is a Nine Hells at all. The reverse is true as well—worlds that know of Asmodeus and not Druga or Set will not find out about Druga or Set if Asmodeus has anything to say about it.

An excellent example of this is Druga, a lesser Power of the Babylonian mythos, who is titled (perhaps self-titled) Ruler of the Devil World. Druga has a realm on the second layer of the Hells, far from the hills that surround Dis's flat plain. Both he and Dispat are aware of each other and tolerate each other's presence in their layer of Hell. Neither interferes with the workings of the other. Dispat may provide the devils that Druga sends forth, but the full nature of this relationship is unrevealed.

A very different relationship exists with Set, the Greater Power of the Egyptians, whose single-minded pursuit of vengeance against Osiris, Horus, and the rest of his pantheon exceeds even the hatred of Loki for the inhabitants of Gladshheim. Set can accept no equals, only subservient minions. While a united devilkind is too powerful to defeat, they are not powerful or unified enough to launch a war and drive Set from "their" hells. For this reason Set controls a large swath of the first layer of Avernus, which under his command is lit by a blazing sun and is as bone-dry as the desert. Set makes his home in a great palace of white stone. Captives are set to work erecting a massive pyramid that he hopes will fill his layer and create his own set of planes between the Nine Hells and Acheron. If you are looking for a good example of a mad god, Set comes dangerously close.

Hecate of the Greeks and Inanna of the Sumerians have adjacent realms in Phlegethos, the fourth layer, with suitable conduits to reach those worlds where they are venerated. Hecate tends to be more lawful than evil, sending her quota of devils out in an organized fashion to punish particular misdeeds. Inanna is the reverse, more evil than lawful. She delights in the fickle nature that sending too many (or not enough) evil servants into battle may bring. The two goddesses' relationships with Belial are unknown, though the arch-devil has been known to call on both their courts. Both are indifferent to their organized neighbors unless they are dragged into the fray—something that Asmodeus would rather cut off a limb than see happen. (Asmodeus dreads the thought of the Greek and Sumerian pantheons descending on his plane and upsetting his delicate balance of power.) The other devils tend to keep arrangements with these Powers very quiet lest they incur Asmodeus's wrath.

Sekolah, the great white shark venerated by the Sahaguin, makes its abode in the deep oceans of Stygia, far beneath the ice pack. There it dines on all manner of gigantic sea-beasts, both other predators (such as squid and killer whales) and prey (great whales). Sekolah is a crafty, evil beast, and has been known to surface to converse with (and often devour) Geryon's ambassa-

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dors to the monarch of the deep. Geryon does not fear Sekolah since he has the weight of a full island plus several miles of ice between the great white shark and himself.

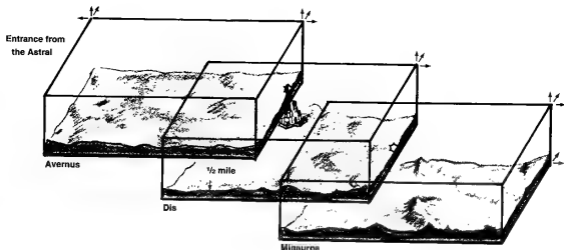
Kurtulmak of the kobolds lives in the caverns of the first layer of the Hells. He is careful to stay out of the way of more powerful beings. While no great threat to the safety of the Hells, various arch-dukes curry his favor as one more ally in the continual power struggle between factions. Kurtulmak smiles graciously, takes any and all aid, and proceeds to rob the arch-devils blind while maintaining his front as an ally against other Powers. Kurtulmak rarely admits to his followers that his Nine Hells have any other major inhabitants. When forced to admit his true situation in the Hells, he admonishes his followers to heed his example when dealing with forces beyond their control.

Finally, No Cha of the Chinese mythos is a demi-god with no set address in the Hells, like Ratri in the glooms of Hades. Like

Ratri, No Cha is a Power invoked by thieves and robbers for luck in their nocturnal businesses. He is always on the move, stealing from one devil or power group, then seeking sanctuary with another power group. No Cha is smart enough not to steal anything that someone might start a war to recover (Asmodeus's rod of office, for example), but picks up lesser bits and pieces in the plane.

Many lesser devils are given the names of Powers, such as the devil Dagon (who is not the demon prince Dagon) and the devil Nergal (who is not the Babylonian god Nergal). The purpose of such names is threefold: to upset the other Power, to catch spell casters trying to invoke these beings without proper understanding, and to further muddle any discussion of who rules in the lower planes. (Titlivius can honestly say, "Nergal? Why Nergal lives in the Hells—outcast, hides in Avernus. Looks like a toad, poor thing.")

The Nine Hells



Acheron

The iron-shod battle plains of Acheron are the most lawful of the evil planes, bridging the gap between the highly organized and evil Nine Hells and the ultimate organization of the clockwork disks of Nirvana. Acheron is the home of those who inflict evil secondarily, their chief aim being organization and order. There are many armies in Acheron, but surprisingly few leaders, for the nature of leadership is such that those who are capable of initiative drift toward other planes with more definite alignments.

Acheron is divided into four layers, each layer stressing order over evil, the group over the individual. Each layer consists of huge blocks that drift together, join for a time, then part again. These blocks are the size of nations, yet when they collide there are no tremors. While blocks are joined, beings can change blocks and travel with the new block as it drifts off. Gravity is toward the center of each block; the medium between the blocks can be considered to be air for purposes of breathing and flying.

Avalas: The topmost plane of Acheron has the greatest number of block-like worlds and the most inhabitants. Here the armies of the afterworlds come to battle, both those native to Acheron and those from other planes here to settle differences in a neutral territory. The ground is black and hard as metal (hence the term "iron shod") and reverberates to the passing of thousands of troops. What terrain there is consists of cone-shaped mountains and pits, the iron citadels of various armies, and the river Styx, which rises from one pit, travels across two or three sides of a block, then disappears into another pit. The Styx does not run through all the blocks, but those it does run through can be reached by Charon and his servants.

Thuldann: The second layer of Acheron is the scrap heap for all manner of unusual creations that came about either through design or accident. The blocks of this plane are hollow, and their surfaces are pockmarked with pits. These pits lead down a few miles into the interiors of the blocks, which are filled with the broken scraps of thousands of devices, much like some titan's toy box. Great ships that have burst asunder, buildings that have toppled, flying devices of every description can be found within these open blocks. Everything is inoperative, turned to stone by the long exposure to the magics of the plane. The same goes for weapons and devices of war. There is a 0.1% chance that a day spent searching through the litter results in anything useful (and if useful, the DM must determine whether it functions upon return to the Prime Material plane). Creations of science, technology, blind luck, and magic are all jumbled together in these huge hollow blocks. There are no natives to this layer, only visitors from Avalas seeking something to ensure victory. For each month a nonmagical item is left on this plane, a saving throw vs. crushing blow must be rolled. If failed, the item turns to rock.

Tintibulus: The third layer of Acheron has blocks of many regular shapes: six-sided, eight-sided, etc. The blocks are solid throughout and made of grey volcanic stone. When collisions occur, the stone fractures along natural fault lines, creating huge hexagons of various dimensions on the surfaces of the blocks. Tintibulus has no native life either, but the emptiness of the layer often attracts magical researchers.

Ocanthus: The final layer of Acheron has no blocks, only razor-thin squares of hard black matter that move through the snow-white sky like a flurry of geese. These razor-squares range in size from a few inches wide to several miles across. Their hard

surfaces can be walked upon (both sides experience a gravitational pull into the surface of the square). Being struck edge-on by a razor-edged square inflicts 1d10 of 10-sided dice of damage to the victim (a square hits as a 1d10-hit die monster; the target gains no AC benefit from magical armor).

The upper layer, also just called the Battleplains, can be reached from Nirvana, Acheron, and Concordant Opposition. Each permanent portal to another plane hangs at a fixed point in space while blocks slowly orbit about it. A portal is spherical and is activated by touch. The sound it makes upon activation reveals its destination. A harmonious chord sphere leads to Nirvana, a discordant one leads to Avernus in the Nine Hells, and a silent sphere leads the traveler to Concordant Opposition. Those emerging from a portal float in space and are slowly drawn to the nearest large block. Unless the traveler can fly, or the portal is very close to a block, the traveler hits the block with high velocity (20d6 points of damage). Spells that enable flight operate normally in most of this layer.

The spherical portals have no effect on the blocks as they spin about; a block and a sphere can pass through each other without difficulty. A portal will not function while inside a block, but returns to operation as soon as the block has passed. Similarly, the interlayer barriers in Acheron hang in space and are not moored to any particular block or area. This makes it difficult to travel to or return from the lower reaches of this plane. There is a careful order to the spinning of blocks and solids and great slabs of black material. A successful Intelligence Check by those of at least 18 Intelligence can discover the pattern for an area and from this information can guide travelers from barrier to barrier or portal to portal (one check per character per visit to Acheron).

Features of Acheron

Compared to most other outer planes, Acheron is a wasteland, though there may be undiscovered or unidentified life in this plane (a space traveler landing in Antarctica might well think that the Earth is empty of life). Imps and acherai and rust monsters are all immigrants from nearby planes, as are the occasional modrons and devils. Acheron's most significant inhabitants are its spirit legions.

The spirit legions mainly inhabit the uppermost layer of Acheron, where they gather into nations of similar beliefs or alignments. All spirit legions are lawful with tendencies towards evil. These comprise the spirits of those who died in wars after losing sight of their objectives, so that war became an end in itself for them. There are many humans in the spirit legions, as well as dwarves, halflings, kender, ogres, and all manner of other mindless soldiers.

Spirit legions generally lack leaders and thus their tactics follow those of the milieu the majority of the spirits come from. Spirit legions fight to conquer a block, then join forces to attack legions on another block when one comes within striking distance. Spirit legion members slain in battle return to full strength within 24 hours; the eternal soldier fights on without respite.

The sole human Power who abides in this plane is Lei Kung, the Chinese Duke of Thunder, who strikes the guilty as directed by Shang-Ti, his lord in Nirvana. Lei Kung does not inhabit any of the blocks, but rather lives on a large cloud-island of his own devising. Upon this cloud rests a small temple and quarters where the Duke of Thunder rests between those times he is called upon to smite the guilty. Lei Kung has no servants in his

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abode and lives alone.

Acheron is also the home of Maglubiyet of the goblins and hobgoblins, as well as Gruumsh of the orcs and most of the orclish pantheon. Maglubiyet and Gruumsh share the same large block spinning in Acheron; orcs spirit legions clash daily with those of goblins and hobgoblins. Both Maglubiyet and Gruumsh maintain several large citadels here. Most of the time one spirit legion is besieging another within one of these citadels.

It may be Gruumsh's preoccupation with unwinnable wars that has led to the poor state of his pantheon. The orclish gods have been reported to be native to the Nine Hells, Gehenna, and in most recent writings, Acheron. They seem to be on the move from plane to plane seeking a layer they may call their own (an orclish Asgard as it were). Several smaller blocks orbiting the huge block where goblin and orc spirit legions contend are the holdings of Luthic, Bahgtru, and Ilneval, respectively Gruumsh's wife, son, and first lieutenant in battle. Bahgtru and Ilneval often aid in the battles with the goblin legions, but their aid is similarly matched by members of the goblin pantheon. Both sides are waiting for the final defeat of the other so that they can control the layer in the same manner as the elves do Arvandor. Neither side wants to move to another location or share the dull block they fight over. Most other deities use this everlasting war as an example of the folly of continued violence for its own end.

Concordant Opposition

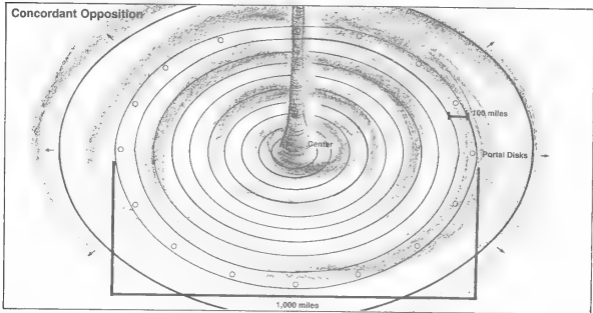
The plane of Concordant Opposition is the exception to many of the rules and assumptions concerning the outer planes. It does not coincide neatly with the great wheel cosmology of the aligned

planes (if it does have an alignment, it is true neutral). Despite that, creatures from every outer plane and the Astral can be found in Concordant Opposition, for it connects with all these planes. Whether Concordant Opposition is truly an outer plane or an entirely new form of plane or demi-plane is unrevealed.

Concordant Opposition mixes the properties of all the planes it touches. It is limitless, yet unlike any of other outer planes, it has a definite center. It changes from moment to moment like chaos, yet always maintains the same sense of order and placement. Good and evil coexist in different forms (much like the Prime Material planes) yet their ability to affect each other is reduced.

Concordant Opposition has either a single layer or a multitude of similar layers with similar inhabitants. Each time a traveler visits this plane, it presents a different face: on the first visit a gothic city, on the second an aquatic wonderland, on the third a great forest where all live in hollow trees. The extent of these changes stretch throughout the plane, but the traveler can still find his way about if he is familiar with the area. A traveler seeking the Norns can find them in the same spacial location on this plane, though their appearance and that of their surroundings may vary from visit to visit. In general, on the first visit Concordant Opposition always resembles a much-larger version of the traveler's homeland. (A farm boy sees acres upon acres of farms, while his companion, a scribe, is in a massive library filled with shelves of books, and their modron guide sees more interlocking wheels than Nirvana has at its busiest.) Powers who reside on this plane can manipulate its appearance to a slight degree, but they are cannot fully control its appearance to others.

Concordant Opposition has a neutralizing effect on weapons and spells that hurt (or heal) a random amount of damage. Weapons and spells inflict the minimum damage possible. A dagger or



a short sword inflicts 1 point, while a two-handed broad sword causes 3 points. *Cure light wounds* restores 1 point of damage, while *cause light wounds* inflicts 1 point of damage. The *heal* spell returns all but 1 point of damage. Spells and items that inflict damage not measured by hit points (poisons, for example) are unaffected by this rule. Likewise, bonuses from strength or magical weapons are unaffected. This limitation to damage is true throughout the plane of Concordant Opposition.

Concordant Opposition, unlike the other outer planes, can be argued to have a definite center (most outer planes are usually said to have a "central point," but this is usually the palace of the Power that is venerated by the speaker). The center of Concordant Opposition appears variously as a great tower, column, mountain, waterspout, tornado, or tree. Regardless of its form, it cannot be climbed, entered, or damaged by any means, godly or not. As individuals move toward this center, more powers and abilities are temporarily neutralized; consult the table below:

Distance from Center	Effect
1,000 Miles	9th-level spells and spell-like abilities no longer function.
900 Miles	8th-level spells and spell-like abilities no longer function.
800 Miles	7th-level spells and spell-like abilities no longer function.
700 Miles	6th-level spells and spell-like abilities no longer function. Illusion and phantasm spells fail as if all viewers were wearing <i>gems of seeing</i> (without revealing true nature of this plane). Life-draining abilities no longer function.
600 Miles	5th-level spells and spell-like abilities no longer function. Astral viewing portals no longer function. Artificial poisons no longer function.
500 Miles	4th-level spells and spell-like abilities no longer function. Natural (internal) poisons no longer function. Conduits from other planes cannot reach beyond this point.
400 Miles	3d-level spells and spell-like abilities no longer function. No conjuration or summoning spells function. Powers of demi-gods do not function.
300 Miles	2d-level spells and spell-like abilities no longer function. Powers of lesser gods do not function.
200 Miles	1st-level spells and spell-like abilities no longer function. Powers of greater gods do not function.
100 Miles	Chemical reactions (burning, dissolving, etc.) no longer work. Neither man nor god can come closer to the center.

Spell-like abilities that mimic spells of different levels are always treated as the lesser of the levels. Levels of lost spells applies to all spell casters, so clerics do not begin to lose spell abilities until 800 miles from the center.

Because powers are lost near the center of the plane (but regained upon moving away from the center), the central region of Concordant Opposition is often used as a meeting place, trade-market, and common ground by the Powers of the outer planes. Two hundred miles from the center, Greater Powers of differing alignment can confer without fear that either side can

turn the situation to its advantage.

Concordant Opposition can be reached via color pools (more than 600 miles away) and by portals to every other outer plane. These portals exist in a great ring at the 1,000-mile mark from the center. They always appear as simple white disks laid into the ground (regardless of the appearance of their surroundings). The disks come in various sizes, some large enough to accommodate an entire party of adventurers. All disks send the travelers to any of the outer planes merely by concentration. In cases of groups, majority rules (a group of three paladins and four imps will likely end up wherever the imps decide to go). In addition, those of chaotic alignments (chaotic good, chaotic evil, or chaotic neutral) sometimes end up in the wrong plane. If the traveler is chaotic (or the majority of the group is chaotic), refer to the following table to determine the destination.

D100 Roll	Result
1-80	Intended destination
81-90	One plane away clockwise or counterclockwise on the wheel
91-00	Opposite location on the great wheel ("That's odd, do you remember the smell of brimstone the last time we were in Olympus?")

Features of Concordant Opposition

Concordant Opposition, sometimes called Godsland or the Friendly Opposition, has no native races. A large number of extraplanar beings are found here, however, engaged in trading, meetings, and in the service of higher powers. All intelligent creatures of the outer planes can be found here with the frequency that they are found on their home planes. Thus the plane is overrun by all manner of demons, devils, warriors of Anu, and spirit legions seeking weapons, einheriar, planetars, deva, and slaadi.

The Powers of Concordant Opposition tend to reject the standard aligned wheel concept of the outer planes. They include true neutrals, powers who have left or been removed from their pantheons, and those who set themselves above such petty concerns as alignment. While these Powers cannot fully control what the travelers see and hear, they can color it to reflect their own sensibilities. The Celtic gods tend toward woodlands, for instance, while Thoth favors places of learning. A traveler entering the Celtic realms here finds different forms of forests, while those searching for Thoth find him among libraries and schools.

Most Powers make their permanent domains outside the ring of white disks, where their powers function as fully as the plane permits. (If challenged by a powerful opponent in the plane of Concordant Opposition, a Power seeks the areas nearer the center [if overmatched] or takes his attacker to another plane, if the full power of that god may make the battle easier.)

Dagda the Dozen King and most of the Celtic mythos rules a large swath of Concordant Opposition, radiating from the circle of white disks outward like a wheel. In addition to Dagda, the powers Brigit, Dianecht, Dunatis, Lugh, Morrigan, Nuada, and Silvanus. Their entire realm is called Tir na Og (Land of Youth), and Dagda's domain is Mag Mell (Field of Happiness). Mananan Mac Lir, the Celtic sea god, makes his abode in a great ocean within Tir na Og, called Tir fo Thuinn, the Land under the Waves. Golbhinie, the Celtic blacksmith of the gods, is said to be able to craft weapons that function normally in the lands of Con-

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cordant Opposition, though this power does not work outside of the Land of Youth. Oghma maintains a small domain closer to the center, where the Celtic god of knowledge keeps a prison for extraplanar trouble-makers (usually devils and demons) where their powers are negated and they can do no mischief.

Of the Egyptian pantheon, both Thoth, the god of knowledge, and Bes, the Lesser Power concerned with luck, make their homes here. They rule large expanses beyond the circle of portals and keep lesser estates within the circle. As their portfolios do not overlap, these gods have little to do with each other, save in times of need (usually Bes's need).

Untamo of the Finns has a realm known as the Sleeping Lands. Here this lesser god of dreams remains, rarely venturing beyond the borders of his domain. Surprisingly, his domains are adjacent to the noisy, clattering realms of Tvashti, the Indian demi-god of artifice and science. The latter's domain is filled with all manner of pipes and columns and inventions that have been recently discovered. Finally, he will be most angry if others take these devices, for he believes that discovery is the most important factor in creation, not gifts from the gods.

The Norns are said to have their well of souls at the very edge of the center. They identify this area as an unattainable part of the Yggdrasil, though the behavior of this area is unlike that of any other part of the World Ash conduit. Here men and powers both seek their fortunes from the fates.

Yen-Wang-Yeh maintains a domain on the other side from Untamo. He is primarily concerned with sorting out the spirits that believed in the Chinese mythsos and sending them to their final destinations. His mission is to ensure that they neither tarry on the Prime Material plane nor are sent to the wrong final rest. A faithful bureaucratic servant who answers to Shang-Ti, he is said to leave for one week a year to present his books to the August Personage in Jade in Nirvana. It is during that time, when his assistant controls the dead, that many spirits wander the earth and are misplaced.

Of the nonhuman gods of this realm, most seek this plane as an escape from the factional politics of the aligned planes. Semuanya of the lizard men inhabits a great swampy region outside the circle of portals. This swamp borders on the great sea that is home to Eadro of the locathah and mermen. Sheela Peryroyal of the halflings maintains a rich orchard and farm not far from these regions. Of the dwarven gods, Dumathoin controls a

large underground realm that extends to very near the center. The dwarven god of luck, Vergadain, is suspiciously similar to Bes in both appearance and portfolio (luck and wealth), yet he maintains a separate household and realm. Both deny that they are one Power, yet the times when they have been seen in one place are very few (and prove nothing when dealing with Powers of this caliber).

Beyond the Outer Planes

What is presented in the preceding pages is a summary of the realms, layers, and planes that make up the known planes of existence. This is by no means the final word on the subject, as the nature of these infinite realms defies any all-encompassing treatises. There can be any number of realms in a layer, so that a third or fourth major pantheon can exist in Olympus/Arvandor, or an evil power created by the DM can dominate a section of the Nine Hells where no arch-devils rule. It is also possible that there are further layers beyond those that have been discovered and reported. There may be an eighth heaven, or a third paradise that is undiscovered or unreachable by the spells and abilities known to researchers. Gladstheim may have as many layers as the Abyss, but lacks the Abyssal method of reaching them.

Finally, our conception of the planes has grown with the AD&D® game. Original presentations of the inner planes make no mention of the quasi- and para-elemental planes, and early discussions of the outer planes leave out Concordant Opposition. There may be more such planes beyond the scope of the model of the planes presented here. There may also be a different form of Astral space between the outer planes and planes farther out, or within the center of Concordant Opposition.

Even without new planes, there are enough wild and unexplored known lands to occupy the extraplanar traveler for years. The demi-planes that float in the Ethereal may be the size of worlds, their only limitation being that they are finite where the other planes are infinite. Alternate Prime Material planes enable travelers to visit worlds that are Earth-like or not-so-Earthlike, familiar, hostile, and strange. The only limitation to planar adventures is the imagination of those involved. This tome's purpose is to help fire the imaginations of DMs and players so that they explore the myriad planes of the AD&D® system.



APPENDIX I:

The Prime Material Planes

The Prime Material planes, also called the Primes, are the universes most familiar to players of the AD&D® game. Almost all campaigns begin on one of the Prime Material planes. The inhabitants of each of these planes refer to their plane as the Prime Material plane, considering all other Primes to be alternate Prime Material planes. In reality, all such planes are similar and equally valid Prime planes. The majority of the rules created for the AD&D game are designed for these Prime Material planes.

Reaching the Prime Material Planes

Travelers usually begin their journeys in their own Prime Material plane. Each Prime Material plane is bordered on all sides by an Ethereal plane. The inner planes can be reached through the Ethereal or by the proper gates. Openings can be created from the Prime Material plane to the Astral plane at any location in the Prime Material plane. The outer planes can be reached via the Astral plane and by unique gates as well.

Each Prime Material plane has its own Ethereal plane separate from those of other Prime Material planes. Thus it is not possible to travel from one Prime Material to another via the Ethereal plane. The various Ethereal planes contact the same inner planes (there is only one of each inner plane), so it is possible to travel from a Prime Material to an Ethereal to an inner plane to an alternate Ethereal and from there to an alternate Prime Material. The Astral reaches all Prime Material planes directly.

There are no spells designed to take the caster from one Prime Material to another, though there are spells that enable a traveler to eventually reach an alternate Prime Material via other planes. The *plane shift* spell moves the targets to another Prime Material, though the precise length and material of the required tuning fork used must be known (and experimentation has often proven hazardous to the experimenter's life).

Magical items, such as the *amulet of the planes* or *well of many worlds*, can also open ducts between Prime Material planes and allow passage between the planes. There are also free-standing gates, whose origins are unknown, that enable passage between planes. These gates are often protected by powerful beings or guardians and are hidden from common knowledge.

Finally, the psionic ability *probability travel* enables the caster to become physically immaterial and travel to other Prime Material planes. The psionic traveler can also enter his own or other Ethereal planes, at which point he becomes physically ethereal.

Types of Alternate Prime Material Planes

There are conceivably an infinite number of Prime Material universes composing an all-encompassing Polyverse. The discovery and cataloging of all such entities would defy even the Powers of the outer planes. In discussing the differences between alternate Prime Material planes, there are three factors that are normally considered: a physical factor, a magical factor, and a temporal factor.

The inhabitants of each Prime Material plane considers themselves to be the center of the Polyverse (if they even realize that there are other Prime Material planes). For the traveler's home Prime plane, the physical, magical, and temporal factors are considered to be all zeroes. The factors of other Prime Material

planes are all relative to this plane. For the purposes of this discussion, a standard AD&D® campaign has a rating of 0,0,0.

The effects of varying physical, magical, and temporal factors may duplicate the conditions encountered in existing planes and demi-planes.

The *physical factor* (PF) is a measure of the level of scientific reality in the plane. Positive physical factors indicate that the laws of science have a firmer hold in this Prime plane than in the traveler's home Prime: Chemical reactions perform in certain fashions, large creatures such as dragons do not have sufficient lift to fly, and huge creatures such as giants may not be able to support their own weight. Negative physical factors indicate a lower level of reality than in the traveler's Prime plane: Animals might have full sentience and be able to talk in common and wear clothes, inanimate objects might move of their own volition, flight is possible without wings, and such matters as chemical reactions and gravity become subjective to the user.

The following table can be used as a guideline for determining conditions in a Prime plane according to the physical factor (factor is either chosen by the DM or rolled randomly—1d10 for value of factor, 1d4 for whether it's negative or positive [odd roll = negative, even roll = positive]).

PF Typical Effects

- 10 Sentience impossible. All matter reacts with all other matter in an explosive fashion.
- 8 All liquid matter can be used as fuel or explosives. Creatures over four feet high impossible. Electrical discharges (lightning) impossible.
- 6 Creatures over 10 feet tall unlikely. Certain liquids and gases inert.
- 5 Bipedal creatures over 10 feet tall unlikely. Flight restricted to small hollow-boned creatures. Most liquids and gases inert, but combustion such as that found in gasoline engines and firearms possible.
- 3 Flight possible for large hollow-boned creatures. Explosive chemical reactions such as those found in firearms are erratic. Creatures over 10 feet tall possible.
- 1 Flight possible for most winged creatures. Sentience and language possible for most intelligent creatures. Firearm combustion impossible.
- 0 Language possible for most intelligent creatures. Animation of inanimate objects possible. Size does not limit flight ability or intelligence.
- 1 Flight possible by thought or super-developed powers. Most flammable substances inert.
- 3 Sentience and gigantism in normally nonsentient creatures—glant white rabbits possible.
- 5 Gravity determined locally. Fire can exist without consuming its fuel source.
- 7 Nonsentient items like chairs, trees, etc., become fully aware. Humanoid form no longer the norm among civilizations.
- 10 Entire plane is aware, including all elements. Instantaneous movement by thought. Elements exist in their pure states. Further negative shifts indicate all component elemental parts return to their own planes.

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The *magical factor* (MF) represents the degree to which the Alternate plane is permeated by magical energy. Higher magical factors indicate that a greater number of the population is capable of using these magical abilities, and the strength and duration of those magical abilities increase.

MF Typical Effects

- 10 Universal spell casting among all races capable of sentient thought—power limited only by imagination. These planes soon dissolve into a number of demi-planes ruled by individuals.
- 8 All spell effects are visible. Spells of 11th-level magic are possible. No saving throws against magic.
- 5 Spells of 10th-level magic are possible. Magic-users can cast an unlimited number of spells per day.
- 3 Spells of 9th-level magic are possible. Magic-users do not need to study from spell books, nor do clerics need to pray for spells. All individuals of sentient races can cast spells.
- 1 Most individuals of sentient races can cast spells.
- 0 Most individuals of most sentient races can cast spells, if given proper training. Magic-users must study their spells and clerics must pray for spells.
- 1 Maximum of 8th-level spells possible. Rare individuals of one or two sentient races can cast spells.
- 3 Maximum of 6th-level spells possible. Clerics can gain only 1st- and 2d-level spells.
- 5 Spells that rely on Powers of other planes do not operate. Maximum of 3d-level spells possible.
- 7 No spells operate. Creativity and imagination are uncommon among sentient creatures. Songs disappear.
- 10 No magic, creativity, or imagination exist. Beyond this point, sentient life is impossible.

The *temporal factor* (TF) is a measure of how closely linked the particular plane is to the traveler's Prime Material plane. A high temporal factor indicates that the two planes diverged widely in the far past, so that evolution or the formation of the continents is different. A negative factor indicates the plane is very similar to the traveler's Prime, perhaps being a version of the traveler's Prime's past or future.

TF Typical Effects

- 10 Planetary situation and connection with other planes widely different than Prime. Differently colored sun, lack of atmosphere, etc.
- 8 Life exists on this plane, but is alien in nature—breathes methane, is not carbon-based, etc. Environment may be hostile to travelers.
- 5 Earth-like planet, alien life but familiar types to the travelers (reptiles, mammals, dragons, etc.) Most forms of life missing.
- 4 Earth-like planet, familiar creatures and sentient beings (dwarves, elves, etc.). Continents are in different patterns.
- 1 Continents in familiar patterns, familiar creatures and sentient beings. Society and individuals different.
- 0 Continents, life, and society similar to home plane. Individuals who resemble companions exist, though their actions, attitudes, and alignments may vary from those of the traveler's Prime plane.
- 1 Plane similar to traveler's Prime, but exists up to a week in the past or future.
- 3 Plane similar to traveler's Prime, but exists up to a year in the past or future.
- 5 Plane similar to traveler's Prime, but exists up to a century in the past or future.
- 7 Plane similar to traveler's Prime, but exists up to a millennium in the past or future.
- 10 Plane is similar to traveler's Prime, but exists millions of years in the past or future.

Most easily reached alternate Prime Material planes have low values for their physical, magical, and temporal factors. Moving from one AD&D® campaign to another might involve no change in the physical and magical factors and a change of 3 or 4 in the temporal factor.

The existence of negative temporal factors brings up a brief digression on time travel. In the AD&D universe, it is not possible to travel into one's own past (at least this has not yet been proven). But a traveler can effectively accomplish this feat by finding (or stumbling onto) an alternate Prime Material plane with zeroes for its physical and magical factors and a low negative number for its temporal factor.

Survival in Prime Material Planes

A native of the Prime Material plane should be comfortable in other alternate Primes within a factor 5 in either direction on the physical factor chart. Changes beyond that indicate that the world's alien nature is insufficient to maintain that character's life.

Beings retain abilities allowed by the physical factor of their home plane even if they travel into alternate planes whose physical factors forbid those abilities—a giant white rabbit can survive if brought into a +3 physical factor plane.

Unlike the physical factor, a plane's magical factor seriously affects the abilities of beings that come from planes with very different magical factors. An individual's spells and spell-like abilities are limited by the magical factor of the plane he enters—a high-level wizard would be powerless in a -6 magical factor plane. A pixie who is brought into a -6 magical factor plane

would have to successfully save vs. death or die from the sudden deprivation (pixies are innately very magical).

In general, physical laws and processes proceed similarly in all Prime planes: The passage of time, the effects of gravity, the limits on vision, and bodily requirements all follow the same general rules in all Prime planes. There are the same types of high-risk areas in all Prime planes—volcanoes, storms, deserts, etc.—but there is no general hostility of any alternate Prime Material planes to travelers.

Encounters in Alternate Primes

Encounters vary from Prime to Prime as these are complete worlds in themselves. Adapt standard encounter tables according to the physical, magical, and temporal conditions of each plane.

Combat in Alternate Primes

Combat functions normally in most alternate Primes, but at higher physical factors, conditions allow unusual weapons while other weapons become useless.

Magic in Alternate Primes

Magical functions are limited by the magical factor of the plane. All spell casting is limited, regardless of type. Abilities that are not restricted can be used fully.

Player Characters in Alternate Primes

Magic-Users and Illusionists

Relearning spells is limited by the magical factor of the plane they occupy. Should they move to another Prime Material plane, they are limited as for the lesser of the two magical factors (that of their home plane and of the plane they currently occupy).

Clerics and Druids

- See the limitations under the magical factor. Additional notes:
 - The Inner, Astral, and outer planes are the same for all alternate Prime Material planes, thus a cleric whose deity is in an accessible plane can regain spells normally. A cleric whose deity resides in another Prime Material or Ethereal plane can regain only 1st- and 2d-level spells.
 - Clerics can turn undead normally.
 - Druids can use their druidical special abilities in planes whose physical factors are within 2 of that of their home plane.

Thieves

Thieving abilities function normally in other Prime planes.

Fighters

All fighter abilities function normally.

Rangers

Rangers retain their tracking ability in planes whose physical

factors are within 2 of that of their home plane.

Barbarians

Barbarians retain their barbarian skills in planes whose physical factors are within 1 of that of their home plane.

Cavaliers

All cavalier abilities function normally.

Paladins

Paladin magical abilities are limited according to the magical factor of the alternate Prime Material plane. The paladin's mount retains its sentience in other planes.

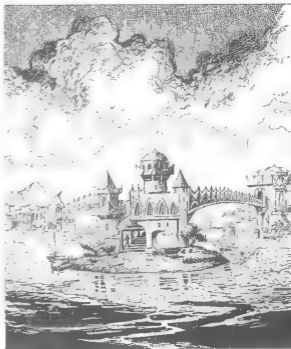
Monks

All monk abilities function normally.

Examples of Alternate Prime Material Planes

A standard AD&D® campaign occurs in a plane with a rating of (0,0,0). Alternate campaigns using the same rules have the same physical factor, a magical factor that varies by 1 or 2, and a temporal factor that varies by a maximum of 5.

A typical 20th century world has a rating of (5,-4,5), though the magical rating varies according to the nature of the campaign.



APPENDIX II:

Creatures of the Inner Planes

The inner planes are natural environments to their inhabitants, much like the various regions of the Prime Material planes. There are elemental herbivores that take their sustenance from their surroundings, and elemental carnivores that prey on other elemental (and nonnative) life.

In running encounters in the inner planes, the DM can use modified stats for creatures from the *Monster Manual*, *Monster Manual II*, and *FIEND FOLIO* books.

The following creatures do not have elemental analogues:

- Creatures native to the Ethereal, Astral, or outer planes, such as slaad, githyanki, and devils.
- There are no elemental undead (though there may be Prime planar undead found in the Inner planes).
- Humanoids such as humans, elves, dwarves, gnomes, halflings, orcs, and their mixed breeds (in other words, the Player Character races). There are no elemental wizards, though there are elemental creatures that can cast spells.

The following modifications should be made to Prime planar monster statistics for their elemental counterparts.

Frequency: Unchanged

Number Appearing: Unchanged

Armor Class: Unchanged, unless specifically noted

Movement: Triple the listed speed for creatures of the planes of Air, Smoke, or Steam. Double the listed speed for creatures of Water. Unchanged for all others. This is the physical distance the creatures can move in the inner planes. They may move through the inner planes normally from point to point as Prime planar travelers can in the Ethereal plane.

% in Lair: Elemental creatures in their native planes are 10% less likely to be in lair than Prime creatures. Those inhabiting pockets of their native element in other planes are 10% more likely to be in lair.

Treasure Type: See next page

Number of Attacks: Unchanged

Damage/Attack: Unchanged

Special Attacks: Unchanged but see following

Special Defenses: Unchanged but see following

Magic Resistance: Standard

Intelligence: Unchanged

Alignment: Unchanged or neutral (with tendencies toward the standard alignment of the creature)

Size: See Appearances

Psionic Ability: None—unless specifically noted for that creature.

Abilities

All elemental creatures have these abilities in the inner planes:

- They can move through their plane and those that directly adjoin it (the para- and quasi-planes for a creature from a major elemental plane) as Prime planar travelers move through the Ethereal plane.
- They can see into the Border Ethereal.
- They can enter the Ethereal plane from the inner planes. Unless otherwise noted, these creatures cannot travel from the Ethereal into a Prime Material, or even into the Border Ethereal of a Prime Material plane, without outside help.

The general abilities of creatures from the inner planes are listed in the Encounter Section of each plane. The following is a quick summary.

Air: Immune to wind, weather, lightning, spells using clouds. Can be affected by vacuum.

Fire: Immune to heat and flames. Can be affected by cold- and water-based spells.

Earth: Immune to earth-modifying spells. Armor Class is improved by one factor. Can *passwall*.

Water: Immune to water-control spells. Can be affected by fire. Can breathe water and *blend* with surroundings.

Smoke: Immune to air- and fire-based attacks, asphyxiation.

Magma: Immune to effects of fire and earth. Can *passwall*.

Ooze: Immune to earth- and water-based spells. Can *passwall*.

Ice: Immune to effects of cold-, air-, and water-based attacks.

Can *passwall* through ice.

Lightning: Immune to air and weather spells, electricity.

Radiance: Unaffected by fire-, heat-, and light-based attacks.

Vulnerable to *darkness*, water, and cold.

Minerals: Unaffected by spells that affect solid matter. Can *passwall*.

Steam: Immune to heat-, cold-, air-, and water-based magic.

Vacuum: Immune to vacuum, negative energy. Vulnerable to air.

Ash: Immune to cold, negative energy. Vulnerable to warmth.

Dust: Immune to earth-affecting spells, negative energy.

Salt: Unaffected by fire and heat. Vulnerable to water.

In cases where a Prime planar creature's immunity is a vulnerability for the analogue (an elemental fire giant in the plane of Ash), the analogue retains that immunity.

Appearances

The greatest danger of encountering an elemental analogue to a Prime planar creature is that it does not necessarily look like the Prime creature. The DM is free to make up the appearance of a particular creature in the elemental plane. What follows is a guide to creating appearances of monsters on the spur of the moment.

Size Change

Size Change	Air (smoke, dust vacuum, ash, steam)	Fire (lightning radiance, salt)	Earth (minerals, ice)	Water (magma, ooze)
Smaller by 2	—	1-10	1-30	1-5
Smaller by 1	1-10	11-25	31-60	6-10
Same	11-40	26-75	61-90	11-60
Larger by 1	41-90	76-90	91-00	91-95
Larger by 2	91-00	91-00	—	96-00

Size Change Effects:

Smaller by 1 or 2: Reduce the size of the creature by one or two factors (from L to M, or M to S). Creatures of size S that are reduced are halved in size again. If the elemental equivalent of a small being (say three feet tall) is "smaller by 2," it is only nine inches high (cut the original 36 inches in half two times).

Larger by 1 or 2: Increase the size of the creature by one or two factors (from S to M, or M to L). Creatures of size L that are

increased in size are doubled and if necessary, doubled again. A 15-foot-tall giant might have a 60-foot-tall elemental equivalent.

Creature Appearances

Plane of Air

Ninety percent of air creatures encountered are *invisible*, but they can be detected by spell use or high Intelligence.

Die Roll Appearance

- 1-10 Amorphous and cloud-like. Grasping members issue from a churning center.
- 11-15 Streamlined shape, like an ellipsoid or arrow head. Arms extend from center.
- 16-75 Similar to Prime counterpart, but narrow and streamlined with stubby fins.
- 76-90 Similar in form to Prime counterpart, but has long, thin wings
- 91-100 Humanoid avian with huge wings that may be feathered, insectoid, cloth, or metallic, at DM's choice.

Plane of Fire

Die Roll Appearance

- 1-30 Sharply defined flaming solid (cube, tetrahedron, octahedron, etc.). Flaming arms extended from center.
- 31-35 Collection of 2d6 small geometric solids orbiting a central solid. Removal of the orbiting solids inflicts no damage to the creature.
- 36-45 Flaming humanoid form with the general facial features of the Prime planar counterpart.
- 46-50 Flaming humanoid form with humanoid features.
- 51-90 Flaming form resembling the Prime planar counterpart.
- 91-100 Solid and fiery form resembling the Prime planar counterpart. Elemental creature appears to have a shining, metallic hide that radiates the color of the nearby flames.

Plane of Earth

Die Roll Appearance

- 1-10 Roughly spherical, similar to a boulder. Appendages ooze out of the main form.
- 11-30 Stone statue resembling the Prime planar counterpart. Stone material ranges from a polished black or amber to a roughly-hewn grey or brown.
- 31-35 Stone statue as above, but with humanoid shape and features of the Prime planar counterpart (a man with a beholder's head for example).
- 36-70 Tripedal form (similar in appearance to a xorn). Three or more arms and legs, jaws at top of the body.
- 71-90 Crystalline form of the Prime planar counterpart. Upon death, the creature shatters into useless shards.
- 91-95 Crystalline form as above, with humanoid shape and features of the Prime planar counterpart.
- 96-100 Rough mass of crystals without form. Appendages stick out from the center.

Plane of Water

Creatures from the plane of Water tend to *blend* with their aquatic surroundings.

Die Roll Appearance

- 1-10 Amoeboid blob. Appendages ooze off the main body.
- 11-25 Serpentine form with general features of the Prime planar counterpart.

- 26-90 Fish-like form, a mer-creature that resembles the Prime planar counterpart. Usually has foreparts of the creature and hind parts of a fish, such as the triton.
- 91-100 Entirely fish-like. Additional features apparent only if they have some specific effect on the creature's powers.

Para-Elemental Creatures

Creatures from the para-elemental planes tend to fall into two categories: those that look humanoid and those that resemble their Prime planar counterparts to some degree.

	Smoke	Magma	Ooze	Ice
Elemental Humanoid	1-20	1-25	1-40	1-10
Elemental Creature	21-00	26-00	41-00	11-00

Quasi-Elemental Creatures

Lightning quasi-elementals appear as balls and oblong spheres of energy with leg-like bolts jutting in all directions.

Radiance quasi-elementals are colored spheres of force.

Mineral quasi-elementals are delicate insectoid versions of their Prime planar counterparts.

Steam quasi-elementals appear as Smoke para-elementals, with the same variety of humanoid and creature-like forms.

Vacuum quasi-elementals are spheres of invisible force.

Ash quasi-elementals appear as grey duplicates of their Prime planar counterparts. When slain they collapse into piles of ash.

Dust quasi-elementals appear either as dust clouds resembling the Prime planar counterparts or as spirals or whirlwinds of dust.

Salt quasi-elementals resemble white, salt-encrusted versions of their Prime planar counterparts.

Treasure of Elemental Creatures

The lairs of elemental creatures contain treasure as noted for their counterparts in the monster books. The exact nature of the treasure found varies from plane to plane.

Air: There is only a 10% chance that the lair of a creature of elemental Air in its home plane contains coinage. If one of these treasure types is called for, replace with containers of perfumes and other interesting scents of equal value.

Fire: There is a 20% chance of coinage in being found in this realm. Coins are melted into solid blocks of equivalent weight and value. If coinage is not found, then the treasure is in rare woods, coal, textiles, and other burnables, protected from the flames.

Earth: Lairs in the plane of elemental Earth collect more metallic treasure than gems and jewelry. If jewelry is indicated, replace that with a similar number of gems.

Water: Coinage and treasure is as normal. Double the amount of potions found in such lairs.

The para-elemental planes are treated as one of the two major planes that they border on (50% chance of each). Of the quasi-elementals, seven of the eight have treasure according to their aligned major plane. Vacuum quasi-elementals are the exception—they have normal treasure.

If the type of treasure can be harmed by the surrounding area (for example, magical scrolls in the plane of Fire), they are protected if the creature has at least low Intelligence.

Finally, lairs located in elemental pockets or other regions that duplicate the effects of other inner planes should be treated as if they were in those planes for treasure type.

APPENDIX III:

Summary of Creatures from the Outer Planes

In the descriptions of the outer planes, several new creatures have been mentioned. That which follows is a brief summary of the abilities and statistics of the new creatures introduced. This is by no means an exhaustive listing of the creatures that can be found on these planes, but it is sufficient to give the DM a starting point for adventures in the outer planes.

Einheriar

(Spirit Legions)

Frequency: Common (on planes where they exist)

No. Appearing: 10d10

Armor Class: Varies according to type

Move: 12"

Hit Dice: Varies

% in Lair: 0%

Treasure Type: None

No. of Attacks: 2

Damage/Attack: By weapon

Magic Resistance: 5%

Intelligence: Low to High

Alignment: Varies (same as plane they are encountered in)

Size: M

Psionic Ability: None

Description: Einheriar is properly the name of the glorious dead of Asgard, but it is used as a general name for any humanoid spirits that are employed in the outer planes as servants, warriors, patrols, or guards. They are primarily used in planes that are neutral to good in alignment, and are much less common in the lower planes. The numbers that can be encountered vary according to plane, with the 10d10 figure being a general patrol

Einheriar Class

D100

Roll

1-40 Fighter

41-45 Ranger or Fighter

46-50 Cavalier or Fighter

51-65 Barbarian or Fighter

66-85 Cleric

86-90 Thief or Fighter

91-98 Magic-User

99-00 Bard

Einheriar Level

D100

Roll

1-50

51-75

76-88

89-94

95-97

98

99

00

Level

4

5

6

7

8

9

10

11-18

If the alignment of the plane precludes certain classes, then another roll must be made.

These individuals are armed and armored as best for their class, and in the style of the Power that they owe their allegiance to. Einheriar have a 5% chance per level of magical armor and weapons, though these weapons and armor do not have any special functions. In general, this translates into *plate* +1 or +2 and a weapon +1 for fighters, perhaps *bracers of defense* (AC 4) and a wand for magic-users. Einheriar cannot carry items with exceptional functions (such as *armor of ethereality* or a *flametongue sword*).

Einheriar are generally immune to the effects of *fear*. If slain, they return after a set time to take up their duties (usually this time is a standard day). They follow the directives of the Power that

commands them, or that Power's lieutenants without question or hesitation. Einheriar include the following armies:

- The Soldiers of Anu in Arcadia
- The Horusyr (who have the additional ability to *shape change* into the shape of giant hawks)
- The dwarvish host of Clangeddin
- The spirit folk of Arcadia and Elysium
- The Kindari
- The Einheriar of Valhalla
- The Spirit Legions of Acheron

Particular einheriar under the control of specific powers may be granted additional abilities, such as the ability of the Horusyr to *shape change*.

Maruts

Frequency: Uncommon (in Rudra's Chasm in Nirvana)

Very Rare elsewhere in Nirvana or the Primes

No. Appearing: 1d10

Armor Class: 0

Move: 15"/24"

Hit Dice: 15

% in Lair: 10%

Treasure Type: H

No. of Attacks: 1

Damage/Attack: 8d10

Magic Resistance: 10%

Intelligence: High

Alignment: Lawful with Good tendencies

Size: L

Psionic Ability: None

Description: These are servants of the Power Rudra and are usually found on his disk in Nirvana. These creatures appear as great, red-eyed, unliving giants carved from polished black stone. They are dressed in gold armor with wide plates on the shoulders and armbands.

Special Abilities: Once every hour a marut can cast an *earthquake* (as spell), hurl a *lightning bolt* of 15 dice of damage, or *control winds*.

Mortai

Frequency: Uncommon in Happy Hunting Grounds

No. Appearing: 1

Armor Class: -5

Move: 48"

Hit Dice: 20

% in Lair: 100%

Treasure Type: None

No. of Attacks: 1

Damage/Attack: 10d6

Magic Resistance: 50%

Intelligence: Godlike

Alignment: Neutral Good (Chaotic tendencies)

Size: L

Psionic Ability: Undetermined/None

Description: Mortai appear as huge clouds with the faces of humans, humanoids, or other creatures. In the deepest levels of Arcadia, they glow with a pulsing golden light. They tend to ignore most activities on the ground.

Special Abilities: *Legend lore* at will without penalty or time requirements. Use of all spells utilizing air, wind, weather, or clouds (including *cloudkill*) at will.

Archons

The archons are the primary inhabitants of the Seven Heavens, the armies of good and Law. In addition to the abilities listed, archons have the following powers: *continual light*, *infravision* and *ultravision*, *tongues*, and *teleportation without error*.

Lantern Archons

Frequency: Common (on their native plane)
No. Appearing: 2d10
Armor Class: 10
Move: 12"
Hit Dice: 1/2
% in Lair: 0%
Treasure Type: None
No. of Attacks: 2
Damage/Attack: 1d3/1d3
Magic Resistance: Standard
Intelligence: Low
Alignment: Lawful Good
Size: S (about 1d3' diameter)
Psionic Ability: None known

Description: Spherical bubbles that radiate a soft glow. Lanterns are not true archons, but proto-archons. It is from lanterns that the archons draw their new recruits.

Special abilities: Unaffected by nonmagical weapons. If slain, they reform in a single day

Hound Archons

Frequency: Common (in Seven Heavens)
No. Appearing: 1d6
Armor Class: 1
Move: 15"
Hit Dice: 9
% in Lair: 10%
Treasure Type: C
No. of Attacks: 3
Damage/Attack: 1d4/1d4/1d8 or by weapon type
Magic Resistance: 40%
Intelligence: Average
Alignment: Lawful Good
Size: M
Psionic Ability: None

Description: Humans with dog-like heads and powerful fists. They strike twice with fists and bite in the same round.

Special Abilities: *Shape change* into dog or wolf, detect *invisible*, astral, and ethereal creatures at will. Only hit by magical weapons of +1 or better.

Warden Archons

Frequency: Uncommon
No. Appearing: 1d6
Armor Class: -1
Move: 12"
Hit Dice: 10
% in Lair: 10%
Treasure Type: B
No. of Attacks: 3 or 2
Damage/Attack: 1d8/1d8/2d6 or by weapon type
Magic Resistance: 50%
Intelligence: High
Alignment: Lawful Good
Size: L
Psionic Ability: None

Description: Bears with human hands and intelligent eyes.

Special Abilities: All divination spells. Only hit by weapons of +2 or better.

Sword Archons

Frequency: Rare
No. Appearing: 1d4
Armor Class: -5
Move: 12"/24"
Hit Dice: 12
% in Lair: 15%
Treasure Type: F
No. of Attacks: 4 or 4
Damage/Attack: 2d4 or by weapon
Magic Resistance: 70%
Intelligence: Exceptional
Alignment: Lawful Good
Size: L (7' 1/2' tall)
Psionic Ability: None

Description: Humanoids with feathered wings and cat-heads.

Special Abilities: Spell casting as 15th-level magic-users or clerics (50% each). Ability to *gate* in 1d6 hound archons or 1d3 warden archons each turn. Carry only one weapon, but attack up to four times a round. Can only be hit by weapons of +2 or better.

Tome Archons

Frequency: Very Rare
No. Appearing: 1d3
Armor Class: -5
Move: 12"/24"
Hit Dice: 10
% in Lair: 0%
Treasure Type: None
No. of Attacks: 2
Damage/Attack: 1d10/1d10
Magic Resistance: 75%
Intelligence: Genius
Alignment: Lawful Good
Size: L (8' tall)
Psionic Ability: None

Description: Hawk-headed winged humanoids.

Special Abilities: Ability to use all divination, alteration, and beneficial necromantic magic, one of each per day. Can issue a radiance from their hands that inflicts 2d10 points of damage to all in its path (6' long cone 3' wide at the base). Affect undead as a 20th-level cleric. Can only be hit by weapons of +2 or better

APPENDIX IV:

Abilities of the Powers

The known planes of existence are the homes of many powerful beings. These beings, known as demi-gods, lesser gods, and greater gods, are grouped into the general category of Powers. These Powers are grouped by strength into three categories (Demi-, Lesser, or Greater Power) and have special abilities.

Powers can have four types of abilities, depending on their rank:

- Specialized abilities belong to a particular Power. These are usually listed in a description of that Power. For example, Zeus's ability to cast a *lightning bolt* each round (in *Legends and Lore*) is a specialized ability.
- Standard divine abilities are available to all Powers regardless of rank, unless otherwise noted for that Power. These can be used at will.
- Individual divine abilities are available to all Powers of the same rank (Demi-Powers, for example, all have the same group of abilities to choose from).
- Native divine abilities are individual divine abilities that can be used only while a Power is in its native plane.

Standard Divine Abilities

All Powers, unless otherwise noted, can use the following abilities at will:

Astral Travel
Command
Continual Light/Darkness
Cure
Detect
Ethereal Travel
Enlarge (up to 300%)
Geas
Levitate
Polymorph Self
Protection from Cantrips
Protection from Evil/Good
Sending
Teleport Without Error
Understand Languages/Tongues
Vocalize

Type of Power	Level of Magic Use
Greater Power	30th Level
Lesser Power	20th Level
Demi-Power	15th Level

In situations in which caster's level is involved, a Power is considered as the above level of caster unless he already has a defined level of spell use for the type of spell involved. (A Demi-Power who is given 20th-level magic-user abilities casts a *remove curse* as a 20th level, not 15th level.)

Standard Ability Notes

Astral travel includes the ability to enter the Astral plane in

physical form, or as an *astral projection*, according to the whims of the Power and the limitations of the plane.

Command functions as the spell of the same name, with the following restrictions: There is no saving throw for followers or believers of that Power. The spell lasts for four rounds for Greater Powers, three rounds for Lesser Powers, and two rounds for Demi-Powers.

Continual light and *continual darkness* function as the spells of the same names.

Cure is used as a general term to include the following curative spells. All can be used at will, but only one at a time:

<i>Cure blindness</i>	<i>Cure deafness</i>
<i>Cure disease</i>	<i>Cure feeblemind</i>
<i>Cure insanity</i>	<i>Remove curse</i>
<i>Remove fear</i>	<i>Remove paralysis</i>

Detect includes the following divination spells. All can be used at will, but only one at a time.

<i>Detect balance</i>	<i>Detect charm</i>
<i>Detect evil/good</i>	<i>Detect illusion</i>
<i>Detect invisibility</i>	<i>Detect lie</i>
<i>Detect life</i>	<i>Detect magic</i>
<i>Detect poison</i>	<i>Detect traps</i>
<i>Know alignment</i>	

Powers can also use the reverse of these spells, in particular the *undetectable lie*, in their dealings with mortals.

Ethereal travel enables the Power to enter the Ethereal plane (if the Power's present plane permits this). Lesser and Greater Powers can travel through areas of the Border Ethereal occupied by the fields of living creatures, but cannot leave the Border Ethereal into the same space as a living creature.

Geas, *levitate*, and *polymorph self* function as the spells of the same names.

Protection from evil/good and *protection from cantrips* function as the spells of the same names. These effects extend out to 30 feet for Greater Powers, 20 feet for Lesser Powers, and 10 feet for Demi-Powers.

Sending functions as the spell of the same name, with no chance for failure in cross-planar communication when communicating with a follower or believer of that Power.

Teleport without error functions as the spell of the same name. Powers with other means of interplanar travel avoid this method because of the inherent dangers.

Understand languages includes the combined powers of the spells *tongues*, *comprehend languages*, *read languages*, and *read magic*. These abilities can be used simultaneously with other divine abilities.

Vocalize functions as the spell of the same name.

Individual Divine Abilities

Individual divine abilities are categorized by the Power's rank (Greater, Lesser, or Demi-) and by *intensity*. Intensity refers to how often the spell can be cast in a standard campaign day (usually 24 hours). A Power can use any spell-like ability from a particular group as long as he does not use more than the listed number of abilities from that group in a particular day.

These spell-like abilities function as the spells of the same name (with caster's level as given on page 124) unless otherwise noted.

Greater Powers

Greater Powers can perform the following abilities at will:

Atonement	Quest
Fly	Improved invisibility
Improved phantasmal force	Mirror image
Mislead	Regenerate

A Greater Power can perform any of the following, so long as no more than six abilities from this group are used in a single day. (For example, if the Power *dispels magic* three times, then uses *true seeing* and *polymorph any object*, the Power can only use one more item from the following list for the remainder of the day.)

Anti-magic shell	Dispel evil/good
Dispel illusion	Dispel magic
Enthrall	Exorcise
Spell immunity	Shape change
True seeing	Polymorph others
Polymorph any object	Cure critical wounds
Globe of invulnerability	Summon

A Greater Power can perform any of the following abilities in this group at will, so long as no more than three such powers from this group are used in a single day:

Death spell	Gate
Restoration	Resurrection
Symbol (all)	Vision
Grant a wish	Volley
Time stop	Holy/unholy word
Heal	

Greater Powers are unaffected by the harmful side effects of the spell-like abilities they use. They can perform a *resurrection* without having to rest afterward, and they cannot be *quested* by a failed vision spell.

The *summon* ability for a greater god brings 2d6 creatures of the same alignment as that Power, with the total number of hit dice of these creatures not to exceed 40 hit dice. (If 10 creatures are called for, they can have a maximum of four hit dice each.)

Granting a *wish* has set limits among the Powers. *Wishes* can only be granted to inhabitants of the Prime Material planes (one reason those planes are central in the wheeling and dealing of the Powers). They cannot affect any other Power in his home plane. Finally, they cannot affect the Power that grants them in any way. *Wishes* that violate these rules have no effect.

Lesser Powers

Lesser Powers can perform the following individual divine abilities at will:

Alter self	Improved phantasmal force
Improved invisibility	Mirror image

Lesser Powers can perform any of the following abilities at will, so long as no more than four such powers are used in a single day.

Anti-magic shield	Cure serious wounds
Dispel evil/good	Dispel illusion
Dispel magic	Enthrall
Minor globe of invulnerability	
Polymorph others	Quest
Summon	True seeing

Lesser Powers can perform any of the following abilities at will, so long as no more than two such abilities are used in a single day.

Death spell	Gate
Holy/unholy word	Restoration
Resurrection	Symbol (all)
Grant a wish	Vision
Spell immunity	Heal

Granting a *wish* functions for Lesser Powers as for Greater Powers. Lesser Powers are not affected by the malefic side effects of the spells, save for the *vision* spell, which can force them into servitude to a Greater Power. The *summon* ability of Lesser Powers brings 1d6 creatures of no more than 30 total hit dice.

Demi-Powers

Demi-Powers can perform the following abilities at will.

Alter self	Invisibility
Phantasmal force	

Demi-Powers can perform any of the following abilities at will, so long as no more than three powers from this group are used in a single day.

Cure light wounds	Dispel evil/good
Dispel illusion	Dispel magic

Demi-Powers can perform any of the following abilities at will, so long as no more than one ability from this group is used in a single day.

Anti-magic shell	Finger of death
Gate	Heal
Raise dead	Summon
Symbol (all)	True seeing
Grant a limited wish	Holy/unholy word

Granting a *limited wish* functions for Demi-Powers as for Greater and Lesser Powers. Demi-Powers are affected by the malefic side effects of any spell-like abilities they use. The *summon* ability for Demi-Powers calls 1d3 creatures of no more than 20 hit dice total of the same alignment as the Demi-Power.

Native Divine Abilities

Every Power wields more abilities in his home plane than he does in other planes. The standard and individual divine abilities listed previously work no matter where the Power is (unless conditions in the plane specifically forbid the use of that ability). In any layer of his home plane, a Power gains the following abilities:

Greater Powers

- The spell-like abilities that are limited to six uses per day can be used at will.
- The spell-like abilities that are limited to three uses per day can be used six times per day.
- Listed hit points are doubled. Other abilities are as listed, but the Power can possess other powerful items that further enhance his abilities.
- A Greater Power and all nonliving objects within his domain are 120% magic resistant, unless the listed magic resistance of the Power is higher. Spells can affect a Greater Power or his domain if that Greater Power so permits it (tricking a Greater Power is possible, but obviously very dangerous).
- The Greater Power's senses extend into the Astral plane and the Border Ethereal at all times.
- A Greater Power cannot be harmed by conjuration, summoning, or necromantic spells directed at him in his home plane, unless he so wishes.
- A Greater Power cannot be slain in his home plane. Reducing a Greater Power to 0 hit points causes him to turn to a sparkling vapor, which re-forms in 1d10 standard days. He cannot enter the plane of his slayer for 100 years (if slain by a creature of the Power's own plane, the Power is confined to his domain for only 10 years). A Greater Power slain on a nonnative plane cannot visit that plane again until 10d8 years have passed.
- A Greater Power can seal up nonpermanent color pools in his domain. He can also pull those viewing from the Astral or Ethereal planes into his plane by force of will (see *Color Pools*, page 62).
- A Greater Power can cause certain specific spells to malfunction or function in a reduced or different manner in his domain. This is usually limited to 20 spells of no more than 100 total levels or to one specific type of magic. These limitations only occur in the domain of the Greater Power.
- A Greater Power can attempt to sever the silver cord of *astrally projected* individuals. The Greater Power must hit the silver cord (AC -5 for this attack). If successful, roll the Power's magic resistance score. Success means the cord is snapped. The attack is automatically successful if it occurs in the Power's domain. Individuals caught in this fashion can be slain or stranded, depending on circumstances.
- A Greater Power can create Aspects of himself in his domain. These Aspects are lesser gods that can take on independent life and even join other pantheons, or watch over a specific Prime plane or region within a plane. Creating an Aspect takes 1d10 years, during which time the Power cannot physically leave his domain. At the end of this time, a Lesser Power is generated of similar abilities and tendencies. Some Greater Powers use Aspects to mete out justice to travelers.

Lesser Powers

- The spell-like abilities listed as limited to four uses per day can be used at will.
- The spell-like abilities listed as limited to two uses per day can be used four times per day.
- A Lesser Power's listed hit points are doubled while on his native layer (not his entire native plane).
- A Lesser Power and all nonliving objects within his domain are 100% magic resistant, unless the magic resistance of the Power or item is normally higher. Spells can affect the Lesser Power's person or domain if that Power permits it.
- A Lesser Power's senses extend into the Ethereal and Astral planes, but he must consciously look into those planes (unlike a Greater Power, who does so without conscious thought).
- A Lesser Power can be slain permanently in his home plane. Slaying a Lesser Power in another plane merely banishes the Power from that plane for 100 years.
- A Lesser Power can seal up nonpermanent color pools in his domain. He can pull observers out of the Astral plane by force of will.
- A Lesser Power in his domain can cause specific spells to malfunction or function in a different fashion. This is limited to 20 spells of no more than 80 spell levels total. These limitations or modifications are in addition to any standard limitations for the plane; this ability can be used to reinstate spells otherwise forbidden by the plane. Not all Lesser Powers use this in their domains.
- A Lesser Power can attempt to snap the silver cord of an Astral traveler as a Greater Power does.
- A Lesser Power can create a *soul object*, a device of artifact status that can house the Power's spirit. Only one *soul object* can be created by a Lesser Power. A Lesser Power with a *soul object* is considered a Greater Power in his home plane for purposes of being slain. Such an object is usually jealously guarded as a result. An example of a *soul object* is the *wand of Orcus* or similar demon lord amulets and devil talismans.

Demi-Powers

- The spell-like abilities that are listed as limited to three uses per day can be used four times per day.
- The spell-like abilities that are listed as limited to one use per day can be used twice per day.
- A Demi-Power and his personal effects (though not his domains) are 80% magic resistant (unless his normal magic resistance is higher). A Demi-Power can allow a spell to affect him by conscious will.
- A Demi-Power can observe individuals in the Ethereal and Astral planes, but can take no other actions while doing so. He can act normally, attack, or perform other actions once he has noted the travelers.
- A Demi-Power can be slain in his home plane. Such death is permanent unless reversed by a greater authority (that is, a Demi-Power can be *raised*).
- A Demi-Power can cause astral color pools in his domain to become opaque to the viewers on the other side of the pool.
- A Demi-Power can try to sever the silver cord of an *astrally projecting* traveler in the same fashion as a Greater Power.

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